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FEATURING:

OPERATION "CRUSADER"

★ The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. THE GENERAL is published by the Avalon Hill Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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Avalon Hill Philosophy Part 41

SPARTAN INTERNATIONAL, INC.

We have seen many wargame organizations come and go in our 10 years of publishing the GENERAL. It seems as though every year brought the birth and death of another wargaming club which was going to bring "peace and organization to the wargaming chaos." It was this same instability which made us look upon the clubs with a "ho-hum — here comes another saviour" attitude. It was hard to take them seriously after watching them fold left and right; which was why we never picked a favorite or gave one preferential treatment over the others. One such group, however, does stand out above the rest. SPARTAN INTERNATIONAL, INC. (SII) has been around almost from the start and remains the most stable and steady "club" influence in the hobby today. So much so in fact that SII now plays a considerable role in the overall Avalon Hill picture.

SII has its roots in a small, four-member club started June 6, 1966 in Long Beach, California. The founder, Russell Powell, his wife Donna, and two neighbors began Sparta, at it was known since its inception, on the concept that someone ought to provide good and complete service to those interested in simulation gaming. In addition, Powell felt that simulation gaming should be treated as more of a sport than a hobby.

From these modest beginnings, Sparta grew slowly in membership and stature. The club was first incorporated on Oct. 21, 1969, and its name was changed to Spartan International. The original directors of the corporation were Russell Powell, Dan and Karl Hoffbauer, and Paul Heiser.

Spartan International is unique among gaming organizations and, indeed, corporations, because it is the only one specifically authorized to regulate competitions in wargames and other related items. It was incorporated to smooth the way for large cash tournaments being thrown through the mails and to protect the members and players by setting up a legal entity which was responsible for its actions.



Spartan members manning an Avalon Hill display booth at a West Coast consumer show.

The Spartans have a long history of successful PBM tournaments utilizing the Avalon Hill classic games which still form the backbone of their existence. For the Spartan creed is basically one of organized competition — and when you come to

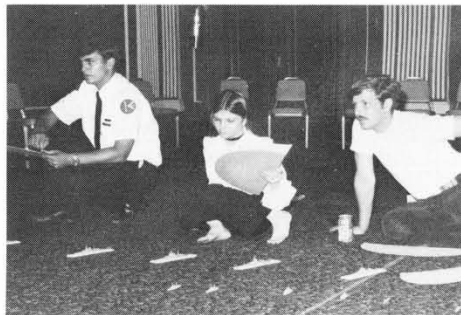
think of it — competition is what the games are all about. Originally conceived as an organization to sponsor cash tournaments through the mails, SII still holds strongly to that premise by sponsoring PBM tournaments with prize lists running into the thousands of dollars. Each entrant is given a booklet of official SII rules interpretations to clear up existing ambiguities and is subject to a board which hears disputes and gives rulings on any problems which might arise. However, the SII has branched into other competition fields of endeavor as well — there are 6 divisions in all. They include:

The Spartan International Miniature Golf League is the second oldest division, and represents the first attempt of the corporation to diversify outside of simulation gaming and into competition pursuits in general. The SIMGL operates primarily in the Southern California area. The league conducts tournaments at various golf courses around the area for prizes on a regular basis. A newsletter published three times a year keeps a record of seasonal statistics for the players.

The Spartan International Chess League is organized to conduct tournaments in chess only, although future growth could introduce the play of chess-related games. The SCL also publishes its own bimonthly newsletter.

The Spartan International Multi-Player League (SIMPL) is concerned with the play of any simulation game which requires the use of an impartial gamesmaster. Current activities include a bimonthly newsletter, a Diplomacy tournament and an ORIGINS OF WORLD WAR II tournament. The SIMPL also offers its members the services of informal multi-player games and encourages innovative ideas of the members in developing its multi-player possibilities.

The Spartan International Miniatures League (SIML) is the most colorful division of the corporation and is concerned exclusively with the play of simulations using models and miniature figures. Its activities are entirely face-to-face, and consist of several chapters across the country involved in the



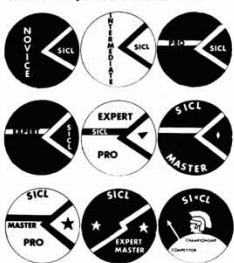
A scene from the naval miniatures finals at the Spartan East Coast Convention shows East Coast champions (from l to r) Tony Adams, Patty Boyce, and AH staff member Dan Evans at work in the finals of that competition.

play of armor, naval, air, and Napoleonic era miniatures. One of its main features is a cross-country competition system in various fields of miniatures which is a major component of Spartan International's many conventions. The winners of the various chapter competitions get together at one of the big conventions to battle it out for area championships. The winners are then flown to Los Angeles for the national championships.

The Spartan International Sports League (SISL) is the newest division of the corporation and deals with the playing of Avalon Hill's sports board-games in regular league play with divisional winners going into the play-offs of the respective sport. Expansion into other sports and games of other manufacturers is possible.

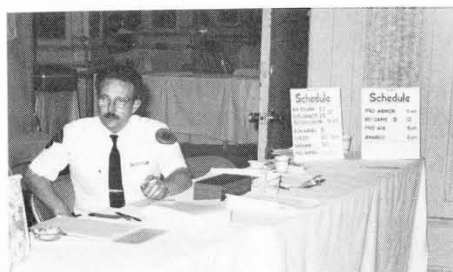
Irregardless of the medium however, the overriding consideration is that of competition and it is one that the Spartans take seriously. They have developed a series of shoulder patches showing various levels of competition attainment to be worn with the Spartan uniform (white shirt and black pants) which gives the group a professional and serious image at their public outings. The group also has its own exclusive line of trophies and medals to be presented to the winners of its various events. They are also the only organization authorized to give out official Avalon Hill certificates of merit and to sell pbm equipment for various AH games. All of this has given SII an image which has definitely helped the organization in its efforts to promote the hobby through press coverage of their various events. To date, the group has already obtained feature articles in such high circulation journals as the OVERSEAS WEEKLY and ESQUIRE magazines.

SICL Competition Patch line



The competition patches for Spartan International are identical for every division, with the exception that each division's initials are on its own patches. A player's experience rating is what is being measured. Rankings are determined on the basis of 3 points per win, 2 for a draw, and 1 for a loss. Badges are earned on the basis of the following accumulated points: Intermediate — 21; Pro — 51; Expert — 93; Expert Pro — 143; Master — 369; Championship Competitor — 500.

Chief among the attention getters are the Spartan conventions. SII sponsors a variety of public conventions throughout the nation every summer in which all types of competitions are held. The just completed 1973 season saw major cons in the midwest (MT. Prospect), east (NYC), and west (Los Angeles). An important part of the convention scene is the nationwide nature of the

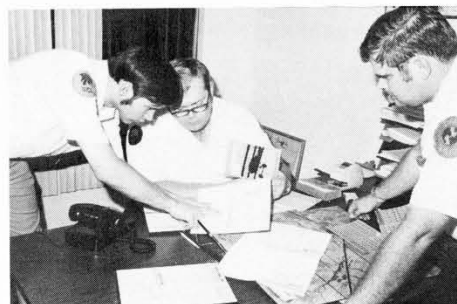


Spartan efficiency and organization is demonstrated at every convention they sponsor. This year's East Con III was no exception.

events. National championships are played for at the east and west coast conventions, with contenders attending both. Regardless of the outcome a good time is usually had by all.

This year the Spartans have been promoting the hobby in a new way by carrying wargaming into the ranks of the US Army and Air Force by a traveling team of Spartan officers. SII contacted the service clubs at various military bases and offered to demonstrate wargames for those attending the scheduled showing and then umpire games between those wishing to participate. The fee for this was \$150.00 per base. SII has visited about a dozen military installations this year, including George AFB, Nellis AFB, McConnell AFB, Wright-Patterson AFB, Fort Eustis, Fort Meade, Vint Hill Farms Station, Shaw AFB, Fort Rucker, Altus AFB, and Cannon AFB. They have a chapter operating at George AFB which meets every weekend, and has issued challenges to other service clubs across the nation.

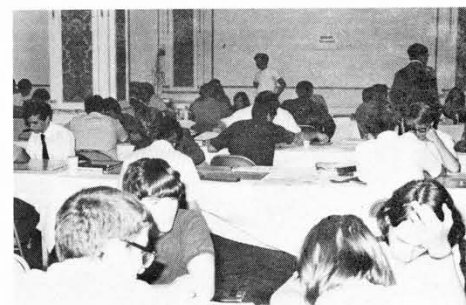
The Spartans, now over 700 strong, have become an increasingly effective source of manpower for Avalon Hill projects. Starting with **RICHTHOFEN'S WAR**, the SII has been a major playtest source for new Avalon Hill titles. Regardless of the time element or subject matter we've always found the Spartans prompt and reliable when the need for a last minute playtest comes up. It is probable that they will be involved in all future AH releases. Their membership, including over 60 devoted officers who serve without pay, has also been very helpful in manning AH exhibits in fringe areas where we might not otherwise have attended. This is especially true on the West Coast where Spartan membership is especially strong. The Spartans have manned more than one consumer show for us and starting this fall gave "live" window demonstrations of AH games at various retail outlets across the nation. They have already been very useful in this respect in manning our "Beat the Expert" booths at new Brentano store openings utilizing **FOOTBALL STRATEGY** and challenging the public to win a free game by beating "the expert." Needless to say, we didn't have to give away many games.



Dan Hoffbauer, Russell Powell, and Bill Comito are shown at work in a late night playtest session just prior to the release of **RICHTHOFEN'S WAR**. The Spartan group lent a valuable and experienced hand in the game's final clearance playtest.

The SII is also doing a job of educating the school systems. Official AH sales rep Russell Powell heads a team of mature gamers who visit various secondary schools and colleges across the country trying to sell them on simulation gaming as an educational technique. Many educators seem to share Powell's belief that simulation games are the next breakthrough in classroom involvement.

The whole organization is tied together by the home office. Their headquarters are located in Bellflower, California where they have a reception and sales room, an executive office, game room, and storage facilities. The game room is where local chapters meet and playtesting is conducted. The executive office is a work area for SII President Russell Powell. The FTF chapters report to this office, and each of the divisions is run from there. The office is also the organizational classroom and the place where **OPERATION CONTACT** requests are processed. For the past few months SPARTA has been holding classes for those who would like to become umpires in SPARTAN events. The rules used in the miniatures games are exacting on the umpire and they have to be put through a rigorous training course.



Tournaments featuring the Avalon Hill classics are always the chief attention getters at Spartan conventions. East Con III depicted above offered over \$200 in prize money for the AH competition.

For several years the SPARTAN philosophy has been pretty much the same. SPARTA would like to increase the popularity, quality of competition, and prize money to the level of Masters Chess. This goal is a lot closer now than it was in 1966 when they started. This is partly due to the knowledge gained from experience in running the organization, experimenting, and growth. It is also partly due to the closer relationship they now enjoy with Avalon Hill. The cooperative effort is beginning to pay off now, and promises to get fine results in the future. Professionalized wargaming is something which is coming into being slowly but surely. There will come a time when professional wargamers will compete for thousands of dollars and receive nationwide publicity. At least, that's how the Spartans feel. What do you think?



SICL office staff personnel include (from l to r) Tournament Director Gary Rummele, Records Officer Bill Comito, Bill Miller, Division Director Damian Housman, SICL President Russell Powell, and V.P. Dan Hoffbauer.

For further information on the activities of SII or if you'd like to request they visit your school or military base we suggest you write them at their Box 1017, Bellflower, CA 90706 address.



THE GENERAL OPERATION CRUSADER

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THE WINTER BATTLE

by Robert Garbisch

AFRIKA KORPS remains one of the most popular of boardgames, despite its rather long life of 10 years. Its playability and emphasis on maneuver stand it in good stead among its more recent contemporaries. However, it does suffer in one respect; i.e. it has only one version. There are no scenarios or mini-games which can be played for variations off the main theme or a quick half-hour game. Such is the rationale for Bob Garbisch's undertaking of the feature which follows.

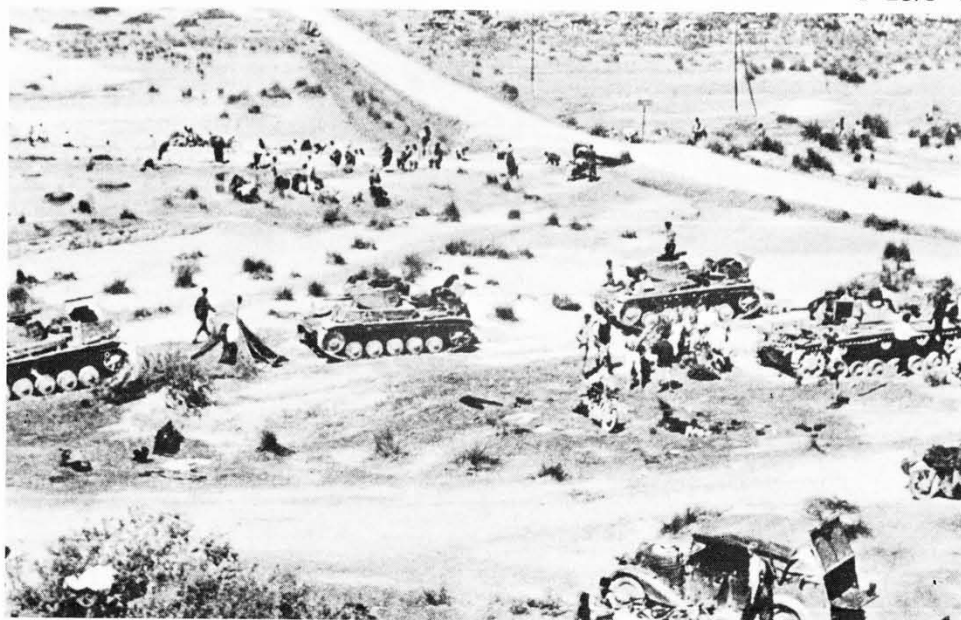
An amateur game designer in his own right, Bob has done extensive research in the African theater of operations and come up with a fine simulation of the British offensive known in history as "Operation Crusader." Utilizing the standard AFRIKA KORPS rules, pieces and mapboard, he presents us with a very playable and short alternative to the full campaign game with which we are so familiar.

A SHORT HISTORY

It had now been over four and a half months since the British hopes of recapturing the whole of Cyrenaica, with Operation "Battleaxe," had floundered upon the Egyptian frontier wire. The vital port of Tobruk was still under pressure of a general siege and it seemed imminent that the Axis were nearing final preparations for a storm assault. Likewise the impasse at Halfaya Pass still existed with the Axis firmly in control there. An increasing number of German submarines were continuing to infiltrate the Mediterranean, thus posing a further threat to the life and existence of the isolated island of Malta. As long as Malta remained in British control, Axis supply convoys across the Mediterranean would be constantly harassed in their efforts to provide even the basic needs for their fighting comrades. In fact, General Rommel had hopes of attacking Tobruk early in November, but the losses at sea rose so alarmingly during September that even Rommel had to express the fears of not being able to attack at all.

The situation in general looked pretty grim to both sides. A desperate race for building up one's combat units and their supplies of military staples was nearing a conclusive point. Despite the repeated British tactics of "milking" units and formations to fit out one expedition after another it now appeared as if the Allies would be prepared for an offensive first.

However, the British success in being ready first was not achieved without some degree of complications. Political pressure was applied to bring about a general relief of the Australian troops suffering in the besieged fortifications of Tobruk. By October 15th, the third stage of relief of the Australian troops was completed and the relieving 70th Infantry Division had assumed command of all remaining troops from the 9th Australian Infantry.



Although Africa is remembered primarily for the highly mobile tank warfare fostered by Rommel the Germans never had many heavy AFVs in action. This typical German encampment shows only 1 VW, 1 motorcycle, 3 Mark II's, and a solitary Mk III.

In the Red Sea and East Africa theater the veteran 4th Indian Infantry Division, plus other smaller mixed British and Commonwealth units, were still heavily involved in conducting a military campaign there against the remaining Italian forces. This campaign would not reach a successful British conclusion until November 27th, with the surrender of Italian General Nasi at Gondar.

In the meantime, the existing British formations in Egypt had to be re-equipped and properly trained in order to restore any degree of tactical coherence. Add on to this the increasing pressure from Prime Minister Churchill to harass and to continuously engage the enemy, while the Germans were occupied with their grand military campaign in Russia, and you have somewhat the position General Auchinleck had to contend with.



German artillery, although often suffering from a shortage of ammunition, served admirably in Africa. Here a 10.5 cm gun is adjusted for use against an advancing British column.

On the 14th of November, General Rommel flew to Rome for a conference on the transportation and supply problems. During the night of the 17th/18th, Rommel was in Athens on his way back from Rome when a daring attempt was made to paralyze his Command by a blow at the brain center. A party of No. 11 (Scottish) Commando was put ashore from two submarines near Appollonia with the objective of attacking the house in which it was (wrongly) thought that Rommel would be headquartered. The raid failed.

At last, after several frustrating postponements, Rommel finally selected the 23rd of November for his long-delayed final assault on Tobruk. "Since it was known that the British were also preparing for an offensive, eventual enemy attacks were given the code name 'High Water' for a normal attack and 'Deluge' for a full-scale attack. When choosing these code names no one had foreseen that a real flood might take place. It started on the 17th of November — not the attack but the rain." (*"The Foxes of the Desert"* by Paul Carell)

Thus the careful defensive preparations constructed by the Axis were virtually eliminated in one brief period of time. In a way, it seemed kind of sardonic: a natural flood and a full-scale offensive by the British, both taking place almost simultaneously.

The Axis troops around Halfaya would now surely be put to the test. Prior to the offensive, Rommel has inoculated his soldiers with the belief that each strong point was a valuable self-contained fortress which must have a field of fire in every direction: and that even if the German Mobile Forces were to disappear for days, or for weeks, they must hold out at all costs in the firm belief that the Afrika Korps would return to free them.

Operation "Crusader," or (as it is sometimes called) the Winter Battle, was fought over a vast



The Italian 75/18 Semovente was the major AFV of the Italians in Africa.

area by the largest concentration of armoured vehicles that had yet been assembled in the Western Desert. Each side had, to be sure, a large number of unarmoured formations, but it was thought that the armoured forces would dominate and that the battle would be won or lost according to what happened to them. The general terrain where the first fortnight's fighting would take place, is in a corner of the Western Desert. The surface is generally hard, flat, and open, except for near the coast, so that desert-worthy vehicles can roam practically unhindered almost anywhere (except after heavy rain!). Draw an imaginary line from Bardia to El Adem and here the ground abruptly breaks up into undulations, with the ridges running east and west; the northern faces are usually the steeper, forming very difficult, if not outright impassable escarpments. As if by accident, only occasional passes existed whereby a vehicle could transverse this line. A few miles farther north and this general area tumbles into a tangle of wadis to the sea. Only on the narrow coastal road, the Italian "Via Balbia," can one travel smoothly.

The stage is now set for Operation "Crusader" to begin:

THE BATTLE

Despite the tactical complexity of the action involved in “Crusader,” it can be broken down into roughly four major parts to the battle. First, on the 18th of November, when the British armour units aggressively sought out their arch-rivals: the German Panzers. By nightfall, three of the armoured brigades were in position: the 7th to the north of Gabr Saleh (hex K-30), 22nd to the west, and the 4th to the southeast. On the following day, the 7th Armoured Brigade, along with the 7th Support Group, and reached Sidi Rezegh (hex I-28). Still no enemy contact. However, for the 22nd Armoured Brigade their immediate objective was to engage the Italians at Bir el Gubi (Ariete Armoured Division). Acting in joint support, the 1st South African Infantry Division traveled close behind. As for the 4th Armoured Brigade they went into action just east of Gabr Saleh.

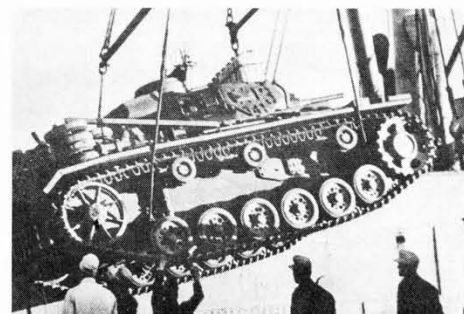


Although not a match for her heavier sisters utilized later in Russia, the German Mk III F was feared in the desert.

Already the central theme of the British objectives – to engage the German Panzers on favourable grounds of their own choosing with the bulk of their own armour – had fallen apart. What did follow was a series of tank battles near Sidi Rezegh, in which both sides suffered heavy losses. Yet on the overall balance, the Germans had the better of it by virtue of their excellent recovery arrangements.

When the dawn came upon the wreckage created at Sidi Rezegh, on “Totensonntag” – the German’s annual Day of Remembrance for the fallen of the First World War – Rommel decided to make a bold gamble for victory; Rommel’s so-called “Dash to the Wire.” By certain military degrees it was a masterpiece of psychological strategic enterprise. Yet, lack of information was to thwart Rommel’s personal formula. Narrowly missing two important British supply dumps, Rommel was fast persuaded, by Auchinleck’s personal command tactics, to return to his own supply bases between Tobruk and Bardia.

Next came the third phase, which saw Sidi Rezegh again exchange hands with severe encounters this time between the Germans and the New Zealanders. Seeing as how the tactical and strategical situation was fast developing, Rommel realized that he could no longer relieve his Bardia and Halfaya defenders, he decided to cut his losses



This scene occurred all too infrequently for Rommel's undermanned and ill-equipped Afrika Korps. This MK III being unloaded in Africa was a rare occurrence.

ORDER OF BATTLE: AXIS UNITS



Historical Units:

Avalon Hill's Units:

**At Start
Position:**

Military Objectives:

German Afrika Korps (D.A.K.)

15th Panzer Division:

8th Panzer Regt	15/8 Pz	H-28
115th PzGr Regt	15/115 PzGr	H-28
33rd Recon Bn	15/33 Recce	H-28
Supply Unit No. 2		H-28

21st Panzer Division:

5th Panzer Regt	21/5 Pz	1-30
104th PzGr Regt	21/104 PzGr	1-30
3rd Recon Bn	21/3 Recce	1-30
Supply Unit No. 3		1-30

Afrika Division (later 90th Light): (*9)

361st Inf Regt 90/361 Inf H-27

Savona Division: (Italian)

Savona Inf Div Savona Inf J-33

Italian Mobile (20th) Corps

Ariete Division	Ariete Armd	L-28
Trieste Division	Trieste Mot Inf	K-25

21st Italian Corps

Trento Division	Trenta Inf	I-25
Bologna Division	Bologna Inf	I-27
Brescia Division	Brescia Inf	H-24
Pavia Division	Pavia Inf	J-27

Rommel

Supply Unit No. 1 J-27

Axis Home Base

Sabratha Division	Sabratha Inf	W-3
Fascists Division	Fascists Inf	W-3

To launch an offensive assault on the Tobruk fortifications; provide a mobile reserve for Egyptian frontier defenses, in case of a British attack.



To prevent British intervention on the scheduled assault on Tobruk.



Two Divisions to maintain siege pressure on Tobruk fortification lines; two Divisions to participate in assault.



TIME RECORD

NOVEMBER		
DECEMBER		
JANUARY 1942		

Abbreviations used: Bde—Brigade, Regt—Regiment, Bn—Battalion; Armd—Armoured, Inf—Infantry, Mot Inf—Motorized Infantry, Pz—Panzer, PzGr—Panzer-Grenadier, S.G.—Support Group; Ind—Indian, S.A.—South African, N.Z.—New Zealand.

In the end, the honours had come out fairly even and the soldiers had fought each other as men of honour. For the present, Rommel's chief regrets were centered upon the isolated Axis defenders at

Bardia and Halfaya. For them, the Afrika Korps could do nothing at the moment to relieve them of the British stranglehold. On January 12, 1942, the final fruits of a British victory were claimed when

the surrounded Axis defenders surrendered.

AFTERMATH

At this point of reference it can be argued that the morale of the Afrika Korps might have been set at its lowest level, but this sort of logic seems hardly applicable when a German officer wrote these observations: "The Afrika Korps for the moment was a beaten force, but not dispirited. I saw no signs of wilting morale among our rearguard troops. We stood and fought wherever there was high ground." (*"Afrika Korps"* by Macksey)

So the Germans, who thought that they had lost "Crusader" due to the handicaps of lack of air support, lack of supplies, lack of information, lack of help from Germany or from the Italians, hardly felt the cold breath of failure at this moment. Their opportunity for victory would present itself once more in the events of the breakout from the narrows at Mersa Brega, to the stage setting of Operation "Venezia," in which their 1941 hopes would see some degree of fulfillment in the capture of Tobruk and the race for Alexandria, Cairo, and the Suez Canal.

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OPERATION "CRUSADER" MINI-GAME

TIME LIMIT: START - British Turn: November 1941 - 1st half; FINISH - British Turn: January 1942 - 2nd half.

BRITISH VICTORY OBJECTIVES:

MARGINAL - Control Halfaya Pass to Bardia escarpment area and Tobruk.

TACTICAL - Above conditions plus Sidi Rezegh escarpment area and contact with Tobruk defenders.

STRATEGIC - Above conditions plus relieve Tobruk of the Axis siege. (No adjacent Axis units.)

ORDER OF BATTLE: COMMENTS

(1) The units used in this "Afrika Korps" mini-game are historically correct in as far as might be possible using the available Avalon Hill unit counters for a November - 1st half, 1941, operation. Granted, a few of the listed unit positions can not be reached according to Avalon Hill's movement rules. However, what is presented is an accurate positioning of the units involved in this "Winter Battle." Unit combat ratings are not adjusted to their actual reflective strength, at the time of the battle, because this would only complicate the present enjoyable basic rules and game components.

(2) 22nd Guards Brigade - originally formed in Egypt, 11 February 1941, with the unit designation of 22nd Infantry Brigade. It subsequently underwent the following unit title redesignations: 20 March 1941 - 22nd Guards Brigade; 14 January 1942 - 200th Guards Brigade; 6 April 1942 - 200th Guards Motor Brigade Group; 25 May 1942 - 201st Guards Motor Brigade Group. The Brigade was captured in Tobruk on 20 June 1942. However, on 14 August 1942, the unit was reformed in Egypt with the title 201st Guards Motor Brigade. For practical purposes of this game, only the 22nd Guards Brigade unit will be used.

(3) Tobruk's Defense Perimeter has been expanded to its listed historical lines as allowable by Avalon Hill's game mapboard. A defending unit's ZOC does not extend inland beyond the designated hexes. However, a unit's ZOC does affect the adjacent Tobruk hexes. Only the Tobruk hex G-25 shall still be considered an independent fortress hex. The other hexes are subject to the normal terrain effects.

(4) 70th Infantry Division - originally reformed in Egypt, 17 February 1941, as the 6th Infantry Division (prior to 3 November 1939, it was the 7th Infantry Division). Redesignated as the 70th Infantry Division, 10 October 1941. Since the 14th and 16th Infantry Brigades are not available in unit counters, the 7 A/1 and 7 A/2 Inf Bdes are used to represent the assigned units when the 70th Inf Div relieved the 9th Australian Infantry Division and assumed command of all troops in Tobruk.

(5) The Oasis area of operation is not completely represented on the Avalon Hill mapboard. Therefore, the delayed turn of available use is designated to represent this force's completion of their tactical assignment and the possibility for further involvement in the over-all operation.

(6) 50th (Northumbrian) Infantry Division - was relieved of shore defense duty on Cyprus during the first eight days of November, by the 5th Indian Infantry Division, which had been in Iraq. The relief was carried out by ten destroyers and one fast minelayer. The Division then traveled by road to Iraq. However, if the tactical situation had warranted it, this Division could have easily been re-routed and ordered for active duty in direct support of Operation "Crusader."

(7) Armour Reserve - In spite of protests from England, General Auchinleck had insisted that a high number of tanks should be held in reserve (he desired a 50% ratio). He believed that only by steadily replacing his tank losses could he ever hope to maintain his armoured unit's full fighting value during any prolonged military battle operation. There was no engineering industry to speak of in the Middle East, and the only available repair equipment was what the army had brought with it. In addition to this, his repair units were handicapped by a lack of towing vehicles and transporters, a shortage of experienced tank mechanics, primitive rail communications, and a vast distance to cover from one's base to the battle front. As for receiving any new tanks it would require several weeks to come from England and longer still from the United States, and ocean-going convoys were far and too few between. In brief, the scale of one's reserve became almost as important as the equipment to be initially combat committed in any serious desert operation; as General Auchinleck had outlined in his desired objectives for the forthcoming "Winter Battle."

(8) 5th Indian Infantry Division - even though the defense of the island Cyprus had gained in some importance with the threat of attack through Turkey (due to the sweeping German victories in Russia) Prime Minister Churchill strongly felt that any division designated for defending Cyprus could be put to more effective use in support of the "Crusader" operation. The delayed turn of available use is designated to represent the political conflicts of personal interests in the use of this division.

(9) The 90th Light Division should also have the 155th and the 200th Infantry Regiments, plus the 580th Recce Battalion. However, at this time the Afrika Division consisted of seven Infantry Battalions - strong in firepower and quite mobile, but totally lacking in tanks. Later on this division was expanded into a more powerful unit. But for now use only the 360th Infantry Regiment to represent the Division, as per Avalon Hill's regular OOB schedule. Besides, it makes the game more of a balanced match and thus more interesting for both players as a tactical challenge.

Note:

For those who desire more freedom in exercising a tactical "At Start" set-up, rather than using the historical set-up, the following is presented:

Friendly Units can be located anywhere within the designated areas. Set-up procedure is:

(1) British Tobruk Garrison Units - within the four designated hexes representing the Defense perimeter of the Tobruk fortifications.

(2) All Axis Units - North of row L, West of row 35 - this includes the designated rows. Units listed to start from Axis Home Base must be placed there.

(3) Remaining British Units - South of row K, East of row 30 - this includes the listed rows. Units listed to start from Allied Home Base must be placed there before the unit may move. Army Reserve units and the Oasis Force units still comply with the historical hex limits.

In *all* the Victory levels a surviving Unit Attack factor ratio of 1-1 should be established. If more than a *four* Attack factor difference exists in the Axis favor, then it is considered an Axis Victory.

COMMENTS:

BRITISH — Since this operation is basically a British offensive the initial attacks must be British objectives; such as the early elimination of the Trieste Division, or the Ariete Division, or the Savona Division in the opening move. At all times, you should strive to pick-off the small German and Italian units; and if possible, to confine the powerful German Panzers to the escarpment area. Thereby restricting their tactical freedom of movement. Preserve your Armour units from senseless exposures to possible German Panzer counter-attacks. Keep up a steady *advancing* pressure, not necessarily an attacking pressure, towards at least two of these general areas: Tobruk, Sidi Rezegh, Bardia, Halfaya Pass.

With a little luck and some practical tactics you should at least obtain a Tactical Victory level if not a Strategic Victory.

GERMANS — The pressure is really on the German player. In a practical sense you are forced to react to the British offensive objectives. However, if an effective defense deterrent can be established to blunt the British drive and to survive the steady pressure, a German assault on Tobruk should be conducted as soon as possible. By eliminating a possible British attack from the rear you can then concentrate on breaking up, if not eliminating, the main British attacking units. The only problem here is the time limit, plus the fact that the British can get in the last series of possible attacks.

Therefore, a practical counter-offensive plan must be skillfully conducted right from the very beginning up to the very end. With a little tactical luck you should be able to prevent the British from achieving a Tactical level of victory; thereby giving yourself a Tactical Victory.



Continued from page 20

One special point: a badly-underrated weapon is the German prop-driven, Twin-engine fighter. E ratings aren't everything, as a quick look at the attrition table will show. Bombers don't have E ratings, as both sides should realize when considering the twin-engine fighters. Especially in small engagements in the Southern and Eastern Fronts, a few Me410s or Owls will go a long way (in more than one sense).

In conclusion, it is my considered opinion that "Luftwaffe" is nearly even in balance — quite close. Certainly, the myriad of targets will keep the issue in doubt until the very end.

The US is disadvantaged as the attacker — he must reach out for his targets. But he is more than compensated by his replacements, by his options of attack all around the edge, by the fact that, once there, so little is needed to destroy a target. The German must defend the entire board with inferior means (although letting him have Me262s in '44 unbalances things — it's better to give him the grubby but cheap Komets and/or Salamanders); he is hampered by shrinking replacements in the face of mounting opposition; his enemy can appear almost anywhere. But all he has to do is save one city.

"Victory" is not necessarily winning a war, as the victory conditions quite rightly show.



THE WINTER BATTLE ** OPERATION "CRUSADER"

ORDER OF BATTLE: ALLIED UNITS

Historical Units:	Avalon Hill's Units: (*1)	At Start Position:	Military Objectives:
30th Corps			To advance northwest, find and destroy the enemy's armor, and protect the left flank of the 13th Corps.
7th Armoured Division:			
7th Arm'd Bde	7/7 Mot Inf	K-30	
22nd Arm'd Bde	1/22 Arm'd	M-30	
4th Arm'd Bde Group	7/4 Arm'd	L-31	
7th Support Group	7/7 S.G.	L-30	
4th S.A. Arm'd Car Regt	7/4 S.A. Motor	L-30	
1st South African Division:			To protect the communications of the 7th Armoured Division on the west and southwest; later to capture the Sidi Rezegh ridge.
1st S.A. Inf Bde	1 SA/1 Inf	N-30	
5th S.A. Inf Bde	1 SA/5 Inf	P-32	
3rd S.A. Arm'd Car Bn	1 SA/3 Recce	N-30	
22nd Guards Brigade (*2)	22 GD Inf	N-32	To protect the communications, supply dumps and landing grounds in 30th Corps area.
Supply Units No. 1 & 2		N-32	
13th Corps			
New Zealand Division:			To pin down and cut off the enemy's troops on the Egyptian frontier; later to advance west.
4th N.Z. Inf Bde	2 NZ/4 Inf	M-33	
5th N.Z. Inf Bde	2 NZ/5 Inf	M-33	
6th N.Z. Inf Bde	2 NZ/6 Inf	M-33	
4th Indian Division:			Same objectives as New Zealand Division.
5th Ind Inf Bde	4 I/5 Inf	L-36	
7th Ind Inf Bde	4 I/7 Inf	L-34	
11th Ind Inf Bde	4 I/11 Inf	J-35	
1st Army Tank Bde	1 Arm'd	N-35	
Supply Unit No. 3		N-35	
Tobruk Garrison (*3)			Fortification hexes are G-24, G-25 H-25, and H-26.
70th Infantry Division: (*4)			To make a sortie when ordered.
14th Inf Bde	7 A/1 Inf	G-24	
16th Inf Bde	7 A/2 Inf	G-24	
23rd Inf Bde	70/23 Inf	H-26	
Polish Carpathian Inf Bde	Pol/Carp Inf	H-26	
32nd Army Tank Bde	32 Arm'd	H-25	
Supply Unit No. 4		G-25	
Oasis Force (*5)			To secure the Jarabub Oasis, advance to protect land-ground 125, and seize the Jalo Oasis.
29th Ind Inf Bde Group	5 I/29 Inf		
6th S.A. Arm'd Car Regt	50/6 SA Motor		
Army Reserve			Available <i>third</i> British turn along the southern numbered hex row, east of hex No. 38.
2nd South African Division:			Available at start: can be placed anywhere from row K and row 38—south and east thereof
3rd S.A. Inf Bde	1 SA/3 Inf		
4th S.A. Inf Bde	2 SA/4 Inf		
6th S.A. Inf Bde	2 SA/6 Inf		
7th S.A. Arm'd Car Regt	2 SA/7 Recce		
Allied Home Base			Available at start: J-62
2nd S.A. Inf Bde	1 SA/2 Inf	J-62	
Available Reinforcements:	Must start from Allied Home Base only. No units can be sea transferred during this game.		
50th Infantry Division: (*6)			Available <i>second</i> British turn.
69th Inf Bde	50/69 Inf		
150th Inf Bde	50/150 Inf		
151st Inf Bde	50/151 Inf		
Armour Reserve (*7)			Available <i>third</i> British turn.
Four Armour factors— use 1/2 Armour Bde			
5th Indian Division: (*8)			Available <i>fourth</i> British turn.
9th Ind Inf Bde	5 I/9 Inf		
10th Ind Inf Bde	5 I/10 Inf		

ANATOMY OF A DEFENSE

by 2nd Lt. Robert J. Beyma

Lt. Beyma has put his military training to good use in familiarizing himself with the ultimate skills in the play of Avalon Hill's classics. Here he voices his opinions on defense in D-DAY by presenting the pros and cons of the two schools of thought on the matter.

The analysis of German defensive strategy in D-Day must begin with a discussion of the German advantages and disadvantages. These are classified as major or minor and are tabulated below.

Major German Advantages:

1. Tactical combat on beach.
2. 17 square Allied supply limitation.
3. Doubled and tripled terrain.

Minor German Advantages:

1. High replacement rates.
2. Time.

Major German Disadvantages:

1. Allied second invasion threat.
2. SAC attacks.
3. Allied initiative and mobility.

Minor German Disadvantages:

1. Parachute threat.
2. Initial placement limitations.
3. Few first class troops.
4. Large front to cover.
5. No static unit replacement.

The Allied forces are in their weakest and most vulnerable state on the first several turns of an invasion. The Allied player is usually forced to make low odds attacks, often against doubled or tripled positions and with no retreat routes. The Allies cannot land reinforcements in German zones of control and have limited supply and buildup capabilities.

The 17 square supply rule has two major effects. First, it eliminates South France as a credible invasion area. Second, it enables the Germans to form a solid defense line along the Seine which cannot be outflanked.

Doubled and tripled terrain is the equalizer for the Germans in D-Day. Doubled units restrict Allied attacks and double Allied losses. Whenever possible the German player should attempt to defend in doubled or tripled positions. River lines are especially good because the German player is not required to counterattack Allied units on the opposite side.

The German replacement rate and the element of time become significant factors in the game if the German player can maintain a favorable position until about the twentieth week.

The most deadly German disadvantage is the Allied second invasion threat. The German player must tie down a large percentage of his army to guard against a second invasion, primarily at North

Sea or Pas de Calais. This leaves a weakened German army, one that is already out-numbered, to face the Allied forces on the main front. Additionally, this second invasion threat can be maintained effectively for 15 to 25 weeks.

Another serious disadvantage is the Allied SAC attack capability. Besides the destruction of German units it has these three serious effects. One, SAC attacks destroy or immobilize potential counterattack units which is especially damaging on the first or second turn of an invasion. Second, SAC attacks can destroy certain key units in a defense line and make that line easier to attack. Third, the German player cannot afford to stack several good units for fear of attracting a SAC attack.

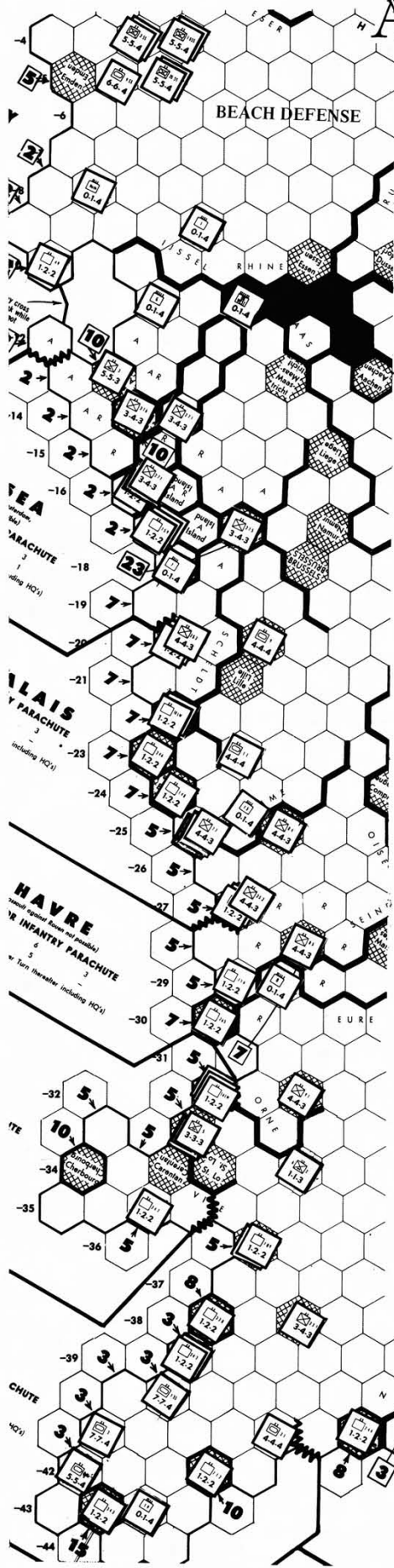
Besides having a superior force, the Allied player has vastly superior mobility and has the initiative to decide when and where to fight. Unless this advantage can be checked, the German player is in for a rough game.

There are several minor disadvantages that effect the employment of the German forces. Initially, all static units must be placed on coastal squares. The German player must constantly guard against Allied paratroops landing in his rear. The German player is faced with a very large front and few first class troops to defend it. Because static units can not be gotten as replacements the German player frequently is short of small units after about the 20th week. These units are particularly useful for paratroop screening and river line defenses.

The "beach" defense is a gamble on the part of the German player. He will either be in a very good position or a very poor one by the fourth turn of the game. The initial set-up is of prime importance and the die plays a major role in the outcome of the game. The game will usually reach a decision by the 20th week.

The "beach" defense is a "stop the Allies on the beach" type strategy and is historically known as the Rommel plan. This defense is characterized by an all out attempt to defeat the first invasion. The "beach" defense will defend all six Atlantic beaches and force the Allied player to gamble in order to get ashore. An immediate counterattack is launched if the Allies get a foothold on the continent. A successful Allied invasion north of the Seine will probably win for the Allies. A successful Allied invasion south of the Seine will force a German retreat. The game will then revert to a "Seine" defense type game with a significantly weakened German army. Defeating the first invasion, however, will put the German player in a very favorable position. He can stay in a beach defense posture and rush all of his troops to the second invasion area, or he could revert to a "Seine" defense and have his entire army waiting for the Allies at the Seine.

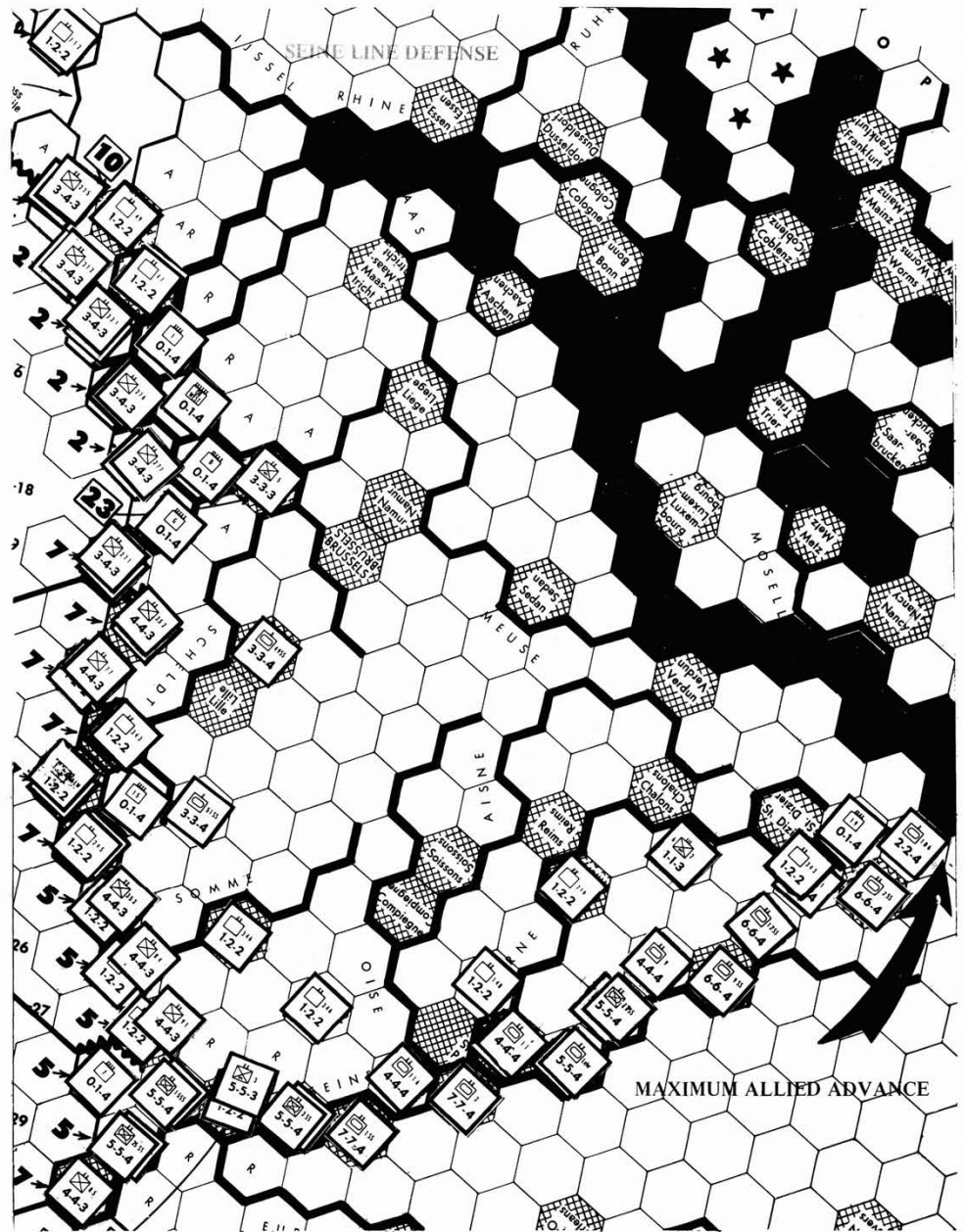
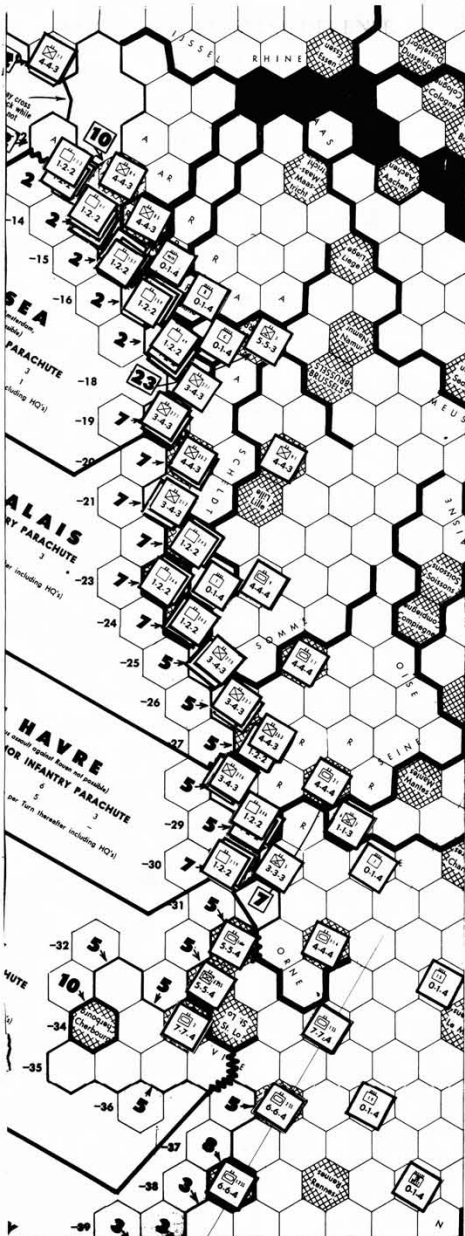
A beach defense can lessen some of the Allied advantages. The Allies must use a good portion of their SAC attacks in their attempt to get ashore, as well as risking their paratroops during the initial invasion. Allied initiative and mobility are usually rather limited during the critical turns of the invasion. A defeat of the first invasion will eliminate the much to be feared Allied second invasion.



The primary disadvantage is that the German player is usually in a very poor situation if he fails to throw back the first invasion. His losses will be sizeable and many of the Allied advantages will become more manifest during the Allied advance that will follow.

Another disadvantage is that the German forces are spread out from Amsterdam to Bordeaux. The German player must defend at basic odds in many places and is usually forced to counterattack. Also, the 17 square rule is not a factor on the beach.

A typical "beach" defense game begins with the Allied player carefully selecting the beach that he thinks offers him the best chance of getting ashore and staying ashore. He makes what he believes to be the best possible attacks and then sweats out the die rolls. If he loses, the German player moves in and mops up the beach in joyful anticipation of a victory. If the Allies get ashore the German player gathers all of his troops together and launches an all out counterattack. Then both players sweat out the die rolls. This may continue for two or three turns. By then one side has won the beach and probably the game.



The "Seine" defense is also known as a "Plan Red" variation, or historically, as the Rundstedt plan. The "Seine" defense strongly defends North Sea, Pas de Calais, Le Havre, and possibly Normandy but permits an Allied landing at Brittany or the Bay of Biscay. This is followed by a rapid Allied advance to the Seine by approximately the 8th week. The German player attempts to fight a semi-mobile battle in Central France while defending North Sea and Pas de Calais against a second invasion. This is followed by a fighting withdrawal to the Rhine.

The principal advantages of this defense are that the Seine position cannot be outflanked and that the German units are invariably doubled. Another advantage is that the Germans lose very few troops early in the game. If the Seine line can be held until the 20th week without heavy losses the German player is in good shape.

The most obvious disadvantage to the "Seine" defense is that the German army is divided. This is a direct result of the second invasion threat which ties down German troops at North Sea and Pas de

Calais. Another disadvantage is that the German player forfeits any chance of defeating the Allies on the beach. The Allied player reaches the Seine at full strength and with all eight SAC attacks. The Allied player has the strategic initiative and the capability to aggressively pursue a retreating German army.

A typical "Seine" defense begins with a conservative Allied landing at Brittany. This is followed by a rapid advance to the Seine by the 8th week. The Allied player then begins to attack across the Seine southeast of Paris. After 6 to 8 turns the German forces become weakened and reserves must be drawn from North Sea and Pas de Calais. If the beach defenses are weakened too much the Allies will make their second invasion and roll the Germans back on both fronts. More likely, the Germans will gradually be forced to retreat from the Seine line around the 15th to 20th week. These forces plus troops from Pas de Calais, which no longer needs to be defended, form another defensive line along the Meuse. The game then becomes a hard fought Allied advance to the Rhine.

BLIND

1-1 (LA ROCHELLE)

	1	2	3	4	5	6
1	✓	2/3	✓	X	X	X
2	✓	1/2	✓	X	X	X
3	✓	1/3	✓	X	X	X
4	✓	1/3	✓	X	X	X
5	✓	1/3	✓	X	X	X
6	✓	1/3	✓	X	X	X

Invasion success probabilities are computed in this manner. Set up what you think are the best possible invasion attacks. List all possible results and their associated probabilities. Then consider the best German counterattacks and their associated probabilities. The total invasion success probability is computed by summing the individual probabilities of each of the possible results.

In the Bay of Biscay example shown, the invasion success probability can be calculated with the help of a 6x6 matrix.

If the Allies roll an exchange on the 1-1 against La Rochelle, the Germans will have either A 1-1 or A 2-1 counterattack against La Rochelle.

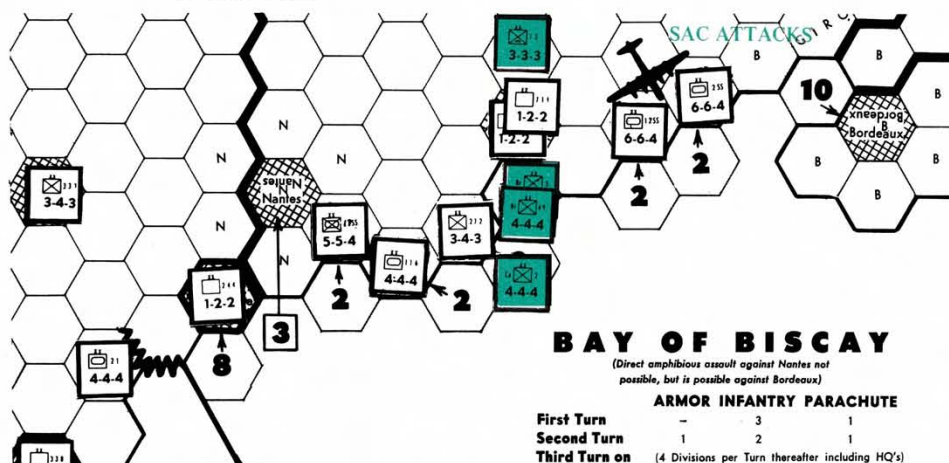
INVASION
SUCCESS
PROBABILITY

$$= \frac{(12)(1/36) + (4)(1/3)(1/36) + (1/2)(1/36) + (2/3)(1/36)}{72} = \frac{29}{72} = 40.3\%$$

*FRACTIONS = FRACTIONAL CHANCE
OF ALLIED WIN

✓ = ALLIED WIN

X = GERMAN WIN



This depicts the best course of action for a landing in the Bay of Biscay. The British infantry divisions and the 13th Airborne conduct a 1-1 surrounded on La Rochelle with the airborne advancing in the event of an exchange. The Canadian attacks the 272nd at 1-1 merely in an attempt to put another unit ashore. The invasion hangs on the outcome of the surrounded attack at La Rochelle and as such has a 50% chance of success barring a low odds German counterattack on that city. Success of the SAC attacks is also vital if the invasion is not to bog down in a time consuming battle for Bordeaux. A host of variables make further analysis unlikely but a number of hairy things can occur if either player risks low odds attacks for an all or nothing position.

The "Seine" defense keeps the German player in the game for a long time. The game tends to be long and drawn out with one side not winning until about 35th or 40th week. A good defense requires a lot of tactical finesse and patience. In the final analysis the Allies probably have the advantage but the Germans can always put up a good fight.

This article has presented the two basic German defense strategies for D-Day. Now the question is which defense should you as the German player use. If you have worked out a really good initial set-up and do not mind gambling, try the "beach" defense.

If you are an exacting defensive player and desire a long tough game try the "Seine" defense. You might also want to consider your opponent. The type of game he plays and his level of ability may determine how much of a gamble you should take. The choice is yours.

I personally prefer to play the "beach" defense. It has been my experience that a "Seine" defense, no matter how well played, will usually lose to a good Allied player. It will be a long tough fight but the German player will slowly, but surely, lose. I figure that it is better to go ahead and take my chances on the beach. I have developed an initial set-up which gives the Germans a better than even chance of defeating the first invasion at any one of the six Atlantic beaches. (A bottled up Allied force on the Normandy peninsula is considered a victory.) The chart gives the chance of success of an optimum Allied attack at each beach. Remember that it is of little value to have a 70% chance of defeating the invasion at five beaches and only a 30% chance of stopping the Allies at the sixth. The Allied player will invariably pick your weakest beach. These percentages include possible first turn German counterattacks. If I crush the first invasion I then conduct a strategic withdrawal to a then virtually impregnable Seine line. If I fail to defeat the first invasion I conduct a fighting withdrawal to the Seine and give the "Seine" defense my best efforts.

PROBABILITY OF A SUCCESSFUL ALLIED 1ST INVASION:

BEACH	PERCENTAGE
NORTH SEA	40.7
PAS DE CALAIS	36.6
LE HAVRE	43.7
NORMANDY	40.7
BRITTANY	41.8
BAY OF BISCAY	40.3

THESE PERCENTAGES REPRESENT
WHAT THE AUTHOR BELIEVES
TO BE THE BEST POSSIBLE
ALLIED INVASION ATTACKS
AGAINST HIS DEFENSE.

Realism and playability buffs have long been at odds over the issue of hidden movement and many have been the articles which put forth possible solutions to the problem — all to no avail. It seems that the land battle games are destined to go without the excitement and suspense that this feature provides in MIDWAY. Ian Straus presents us with a good alternative for those blessed with a willing third party to act as referee.

Panzerblitz, still Avalon Hill's best game, lacks realism because the players can see all their opponents' units. I am far from the first to suggest refereed hidden movement: see Riley R. Geary's article in *The General*, Mar-Apr 1972. But Geary's system of hidden movement rules is too time-consuming for face-to-face play, complicated, and requires unlearning large parts of the standard Panzerblitz rules.

In contrast, the refereed-hidden-movement rules below were developed with emphasis on simplicity and playability in face-to-face play. As for realism, the players are put in the real position of modern combatants: the enemy is usually unseen. But you must still fire and maneuver against his probable position.

SET-UP: The players need a referee and two sets of gameboards. The boards are oriented in the same direction and separated by a divider (such as the game boxes) so the opponents cannot see each other's boards. The referee sits where he can observe both boards.

Play is as usual, using the standard Panzerblitz rules with non-optional indirect fire, except as indicated in this rules addition. Each player moves his own units on his board. The referee makes the boards interact.

SEQUENCE OF PLAY: In each player's turn:

- He (Attacker) may fire.
- Each player is next told of visible effects of fire (which differ for Attacker and Defender).
- Attacker moves and makes overruns and close assaults.
- Both players are told what they can see. At any time, players may mark suspected enemy positions with unit counters.

OFFICIATING: The referee tells the players what they can see and combat results on their own units. He calculates odds and rolls the die but reveals the combat results (or lack of visible results). He keeps track of movement, and makes the game work.

VISIBILITY RULES: There are three sources of information given to the players: ordinary visibility, fire, and movement.

Ordinary visibility:

- Only undispersed units can see, unless specifically excepted below. They can only see what they could fire on under the standard Panzerblitz rules.

PANZERBLITZ

by Ian L. Straus

b. Minefields are invisible. Obstacles (blocks) and fortifications can be seen as if they are troop units.

Results of fire:

a. Attacker is told of motorized units destroyed in Line Of Sight (they burn); of dispersals of units adjacent to his (he gains fire superiority); and of destruction of visible units.

b. Defender is told of any fall of shot (of non-I-type weapons) in his Line Of Sight (LOS).

c. Defender is told the general type of any enemy units firing 2 squares away in LOS (their firing draws attention to them).

d. When his units are fired on, Defender learns the type(s) of fire if (1) The unit survives, even with a dispersal; or (2) there are adjacent friendly units.

Results of movement:

a. Units moving $\frac{1}{2}$ their Movement Factor in view of, or moving at all next to, an undispersed hostile unit – will be reported to the hostile player.

b. Tracked vehicles may be heard moving at a range of 4 squares, counting forest and slope squares double. Direction is given but range is not.

FIRING:

a. Any unit may fire on any square in LOS. Units capable of indirect fire do not need LOS.

b. When units fire on unspotted targets, their attack factors are cut: (1) by $\frac{1}{2}$ if the target square is in LOS but not spotted. (2) to $\frac{1}{4}$ for targets neither in LOS of the firing unit nor of an observer ("CP") unit. In addition, such *unobserved* fire strikes any of Attacker's units in the 6 hexes adjacent to the target hex. (Explanation: with no one adjusting it, this fire may be off target, hitting friendlies; and being shelled by your own guns is demoralizing. This rule also keeps people honest about not using optional indirect fire.)

c. Indirect fire directed by observer units ("CP") is observed fire, just as if the firing unit had LOS.

d. Mines "fire" automatically at the beginning of fire.

e. In unspotted hexes all units combine in defense: Only combination attack is used.

f. If odds are less than 1-4 or if there is no unit in a target area, the referee should avoid giving the attacker that information and should roll the die anyhow.

MOVEMENT:

a. Units are moved individually along indicated routes.

b. When units cannot move as far as ordered, for whatever reason, they move as far as they can and then pile up. Exception: If units move onto a minefield, only the first unit moves on unless the units are specifically ordered onto the mines.

c. The referee does not indicate blockage of movement until the movement turn is over. He then rearranges Attacker's units to allow for the blockage.

COMMENTS:

When you play *Panzerblitz* blind, you are not quite playing the same game. The spotting rule is partly cancelled: which is reasonable, since the original spotting rule was a compromise between realism and the two-player game. It turns out that most changes are toward realism. A few tactical hints are appropriate:

1. Antitank guns (formerly worthless) suddenly become valuable because you can ambush.

2. The armor of armored vehicles seems to become more important.

3. Outpost lines and reconnaissance become useful, as they are in reality.

4. It is dangerous to send your assaulting infantry in on trucks.

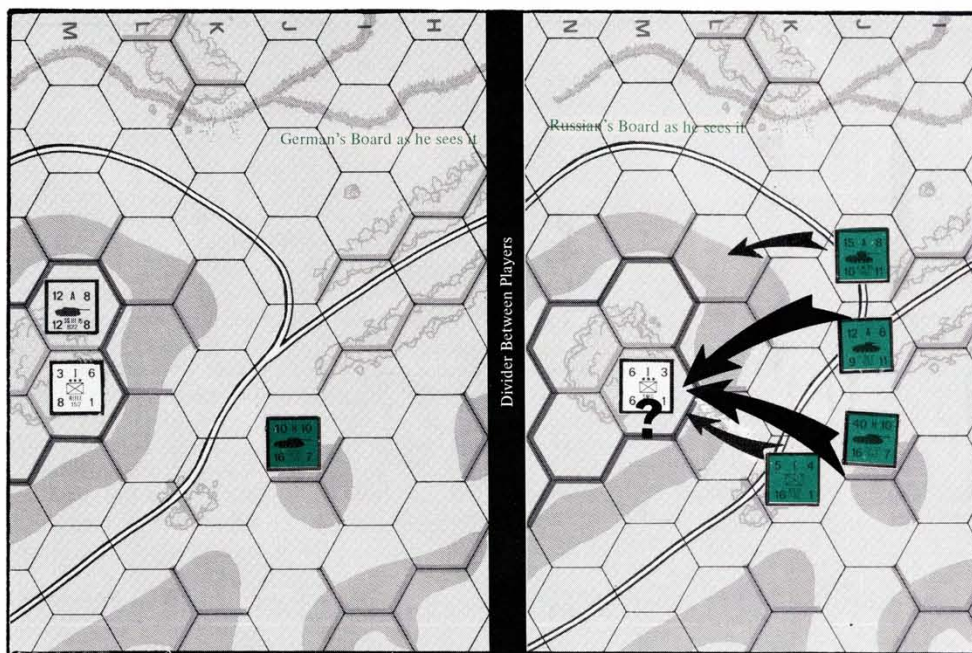
5. You can fire an artillery preparation before an attack. You can also fire counterbattery fires.

6. In normal *Panzerblitz* a 2-1 advantage (measured by the Oleson point system – see *The General*, May-June 1971) is sufficient for victory. Playing blind, you need 3-1 or better.

7. Lower defensive troop densities are practical. In view of (6) above, you should balance the situations by weakening the defender.

8. Mines become fearsome. Normally you should value them at 10 Oleson points; but if they are invisible they are worth 25.

You have seen that there is no referee's control board. Control boards double playing time, since every unit must be moved twice; but in return for this boring slowness they only give marginal help to the referee. Since speed is a major component of playability (and since you get away with it in *Panzerblitz*; and you can't with, say, a *Blitzkrieg*) forget the control board.



EXAMPLE OF PLAY:

Given this situation on the number-one board segment at the beginning of the Russian's turn: German sees the SU-152; Russian sees nothing, but his rifle company had heard the rifle platoon's I-type weapons firing last turn:

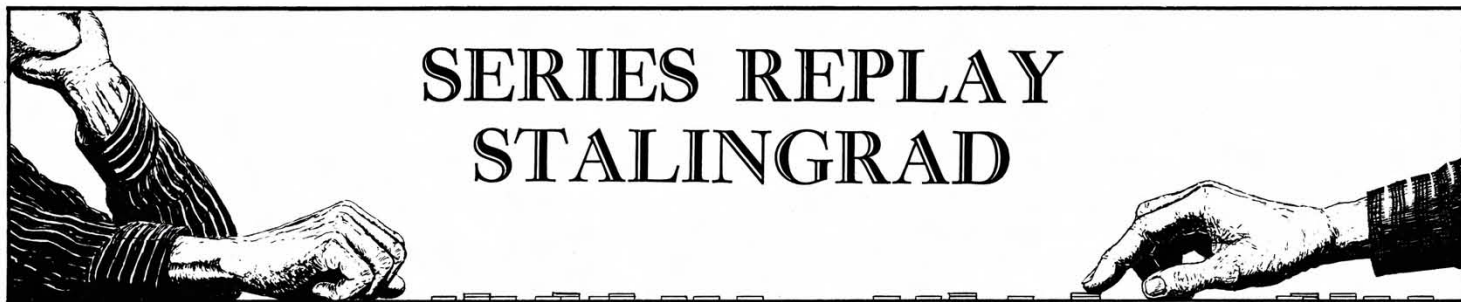
Russian fires at the rifle platoon's square with the SU-152 and T34c. That is 46 factors (halving the T34 for the soft target); halved because Russian is firing uphill = 23. Halved yet again because the square is observed but not spotted, =11. The referee calculates odds of 1-1; rolls the die and gets a 2 (add 1 for the forest and it's a 3). Dispersal. He inverts the rifle platoon counter and tells German that H- and A-type fire hit there and the SU-152 fired, but Russian is not told of the dispersal.

Next, Russian moves his rifle company to 1-L-6 and close assaults the rifle platoon's square; moves the T34/85 to 1-M-4. End of movement. The referee tells Russian he can't get to 1-M-4 and places the T34 company on 1-L-4. He rolls the close assault (odds are 5-8 = 1-2). Die roll is 1; and 1 for the forest and subtract 2 for the CA, and you get DD: German platoon destroyed.

The referee tells German he can see the T34/85 and the SU-152; and since the SGIII is next to the destroyed infantry, announces that it was destroyed by Close Assault. The Russian is told that he destroyed the infantry platoon and that he can see the SGIII.

German suspects the location of the Russian infantry, but has no identification. He marks the suspected location with a unit counter and intends to mortar that square in his turn.





SERIES REPLAY

STALINGRAD

Of all the games to pick for a **SERIES REPLAY**, **STALINGRAD** appears the most obvious. It is by far the most discussed and oft-played wargame of them all among the true hard core wargamer. It is only natural then that we present a replay on it. Indeed, not just one, but many – any game able to hold the fascination of our cult as long as this one has deserves widespread coverage and analysis.

Our first attempt, printed below, might well be subtitled "How Not to Play Stalingrad." At least that's what our neutral expert George Phillies would have us think. George is probably the best **STALINGRAD** player in the U.S. and is definitely the most widely read authority on the game. But then, after several hundred games against the kind of competition one finds at M.I.T. you'd kind of expect that.

George makes no bones about evaluating the quality of play. All we say in defense of the participants is that even good players would pale in comparison to such expert analysis. Let there be no doubt about it; both players made mistakes – but then, that's what makes the game interesting – isn't it?

PARTICIPANTS: Dan Evans: German Player, Tom Oleson: Russian Player

BACKGROUND: Boardgamers with 20 years combined experience in both PBM and live play; AH staff members.

RUSSIAN INITIAL PLACEMENT:

I have given a lot of thought to my starting set-up. This is my reasoning: **FINLAND:** The maximum Axis force here is 22 attack factors, so they can just barely make a 3-1 attack by denuding the rest of the front. Generally this attack will not move towards Leningrad because it is a doubled position, so as the Axis units advance, they leave Helsinki vulnerable to a Russian counter-attack

timed for the Fall or early winter. Just one exchange cripples the attack capability of the Axis here, because they can not reinforce, while I can. I want them to attack, and will fall back. If I have to, I can hold the entire front with only 3 units (J31,H36,D40) until the lakes freeze.

Of course, some players prefer to concentrate forces on this front at the outset, try to get it out of the way, and release the forces involved just in the nick of time to stem the German advance on the main front. To do this, I figure that you need about 8 infantry units. I would rather use those units to deny the Germans good odds in the summer of 1941 on the main front.

To confuse my opponent as to my intentions, I have some units at the start on the Leningrad front which are required in July along the Nemunas.

BALTIC/CARPATHIANS: It seems to me that every **STALINGRAD** player should have this little chart:

Soakoffs	0	1	2
Hexes			
1	24	16	8
2	46	39	32
3	64	58	52

As will be obvious to anyone familiar with the game, this reminds you of the number of attack factors which the Germans can possibly concentrate against the Russians from 1, 2, or 3 hexes, and with no, 1, or 2 soak-offs. For example, from 2 hexes even the most powerful German units can not get a 3-1 on a pair of 5-7-4's behind a river, because with two defending units, one soak is required, leaving the maximum attack factors available at 39 (3 x 14=42 required).

This is why there is no need to have a 7-10-4 at S18 at the start, since with a sacrificial 2-3-6 at U18, the best German odds to cross the Nemunas on the first turn are 2-1. Of course, they may do it, but this is the kind of risk that the Russians have

to concede to the Germans, and eventually it should pay off. A few doubled exchanges on German armor will hurt them more than the Russians. In fact, I think it is better to defend in this situation with two 5-7-4's, because it requires a soak-off, which a 7-10-4 alone would not, and because you are likely to have one unit survive even if you lose.

Further south, some players stick their nose out at X15, but I don't think that it is any better than X16. Sometimes I like to put a 4-6-6 here to make it a little bit harder to destroy. I like to lose the 6 movement factor pieces first, so they'll get back to the front faster as replacements.

I have never tried this defense without a surprised reaction from the German player. The north looks naked, but it isn't. No good odds are available, and enough units can be brought up to hold the line in July, while at the same time releasing units to really put up a stiff defense further south.

Here are the defense factors facing the Germans as they go south:

TARGET	BEST ATTACK:	SOAK-OFF REQUIRED:
Brest	2-1	vs. 60 factors
BB15	1-1	vs. 62 factors
CC14	2-1	vs. 7 factors*
EE12	2-1	vs. 42 factors

*would require two 7-7-6's, and would not breach the line of the Bug River.

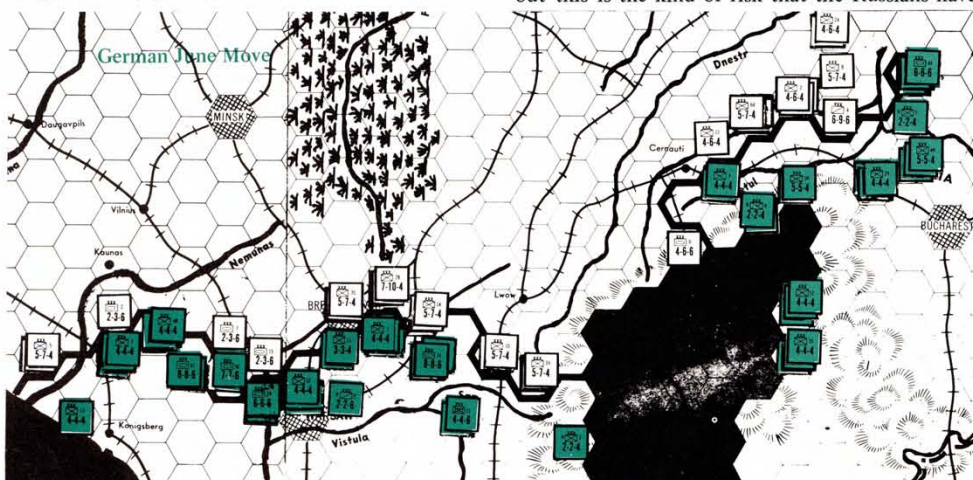
So, there are no attacks north of the Carpathians, except for the necessary sacrifice of 3 small units, which present the Germans with better than 2-1 odds. In order to achieve even that, they have to risk important elements of their armor, as well as a costly soak-off in the majority of cases.

HUNGARY/BLACK SEA:

HEX	DEFENSE FACTORS	BEST ATTACK	SOAKOFF NEEDED VS DEFENSE FACTORS
JJ12	12	2-1	0 but nothing to be gained here
KK14	12	3-1	36*
LL14	19	1-1	46
MM14	18	2-1	30
NN13	9	7-1	51



The 1-1 attack on the 3rd Infantry is much more than a desperate try to eliminate a piece. By making the 1-4 attack first, the German can dictate a retreat route north of Leningrad making it impossible for the 3rd to reach S18 in its turn.



The German attack in the center is made to break the rail line at BB15. However, the placement was faulty. The exchange cost the German his foothold at BB14. He should have switched his exchange piece with the 14th Armored.

*The attack must extend two hexes south to undouble the LL14 position. This position is intended as bait. In order to get 3-1 odds, the German must concentrate armor in Rumania where it can be easily bottled up, as well as risking an expensive soak-off.

GERMAN JUNE MOVE:

Rather than make a normal "wait and see" turn that is common to my normal initial move in STALINGRAD, I've decided to gamble on the defeat of the Russian 3rd Infantry near Leningrad. Should any result other than my elimination or retreat occur (50% probability), the 3rd Infantry will be unable to meet its commitments at S18 and next turn I should be able to storm that position with success. I am expending quite a few troops in the center which will be wasted if the Russian 3rd is not defeated. However, it is worth the gamble since it further weakens the center especially in terms of transportation to the area near S18. The south is strictly a "wait and see" affair. Things should be much weaker there after the first turn so I have committed enough force to present a threat when he cuts back on his defensive commitment here.

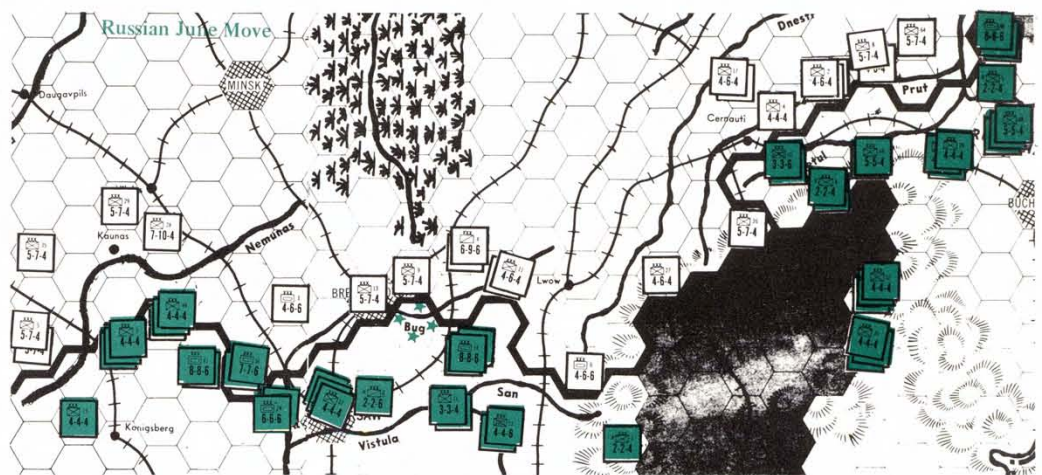
RUSSIAN JUNE MOVE:

The German's unexpected and successful 1-1 attack on my 3rd infantry in Finland insures the fall of the Nemunas this turn. It was an interesting move, but had he been eliminated in the attempt the Nemunas would have been truly unbreakable with the large amounts of troops released from Finland in what would have been record time. The attacks in Finland are forced by his disposition of my 7-10-4. Hopefully, I can destroy his 5-5-4 and prevent him from holding up in Helsinki.

The counterattack at Cernauti was automatic. It will take more of an effort than a mere 4-4-4 to break the Prut although he will probably do so this turn. Fortunately, I block the railroad line so he can not hit the LL14 area very hard. The positioning of the 37th and 11th at DD14 is to preserve the 6th Armored's position. Despite having lost both 1-1 attacks I am not in too bad a position - offering only one delay piece this time. Fortunately, my opponent misplaced his exchange piece in his attack on the 14th Inf so the rail line remains unbroken.



The Russians attempt to recoup after the 1-1 defeat on 3rd Infantry by concentrating their attack on the largest German piece. Unfortunately this meets with an exchange while FX2 escapes a 6-1. The exchange on the 12th Infantry was met with glee by both sides.

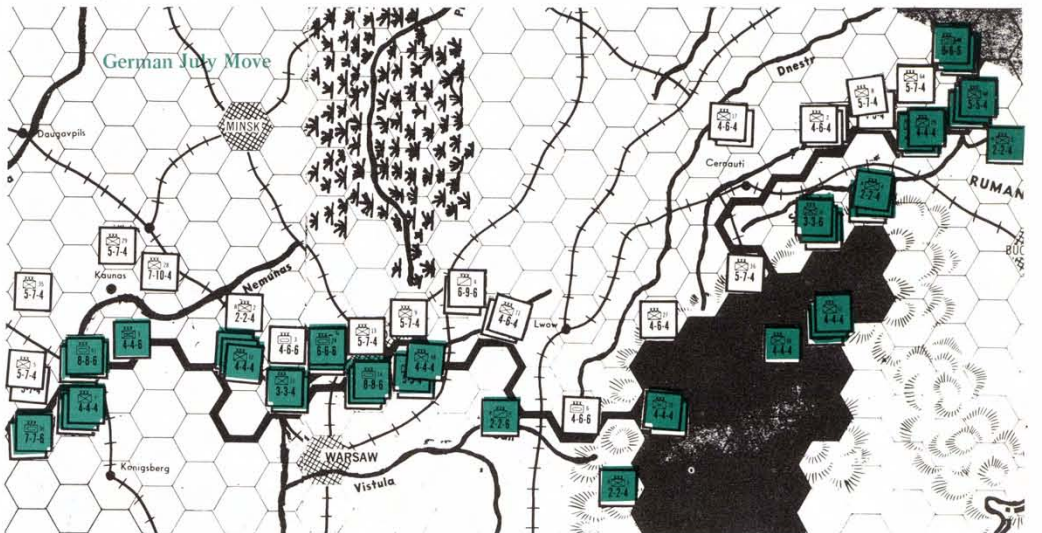


The Russian June move shows the gravity of the error perpetrated by the German at BB14. The now vacant square allows several Russian units to withdraw to 3-1 proof positions behind the Nemunas.

GERMAN JULY '41:

Needless to say, it seems I spent longer on my comments than on my move. The failure to cut the rail at Brest-Litovsk was unforgivable. This turn

will alleviate the pressure on Finland and will apply great pressure on the Nemunas River line. Once again I am attacking Brest-Litovsk to cut the rail which will insure that the Russian will be unable to counterattack at S18.



The success of the 1-1 attack on the 3rd Infantry last turn now makes itself felt as the Germans get a 3-1 on the 5th Infantry and force a crossing of the Nemunas.

RUSSIAN JULY MOVE:

The breaking of the Nemunas was expected. However, it is anticipated that we can delay in front of and hold behind the Divina-Minsk front until the Finnish situation is settled. The 6-1 on the 3-3-4 was to knock off the strongest Finn unit at no loss. Losses in Finland have already been high.

The attack on the 48th Inf at BB14 was designed to once again preserve the integrity of the position at EE12. Barring an exchange it risks little more than the delaying unit I would have lost anyway and forces him to soak-off and saves ground as well. The Dnestr is 3-1 proof as he can not obtain 36 factors on 2 squares in the south where he has considerable force doing nothing. Should he chance another 1-1 I still have the strength to counterattack.



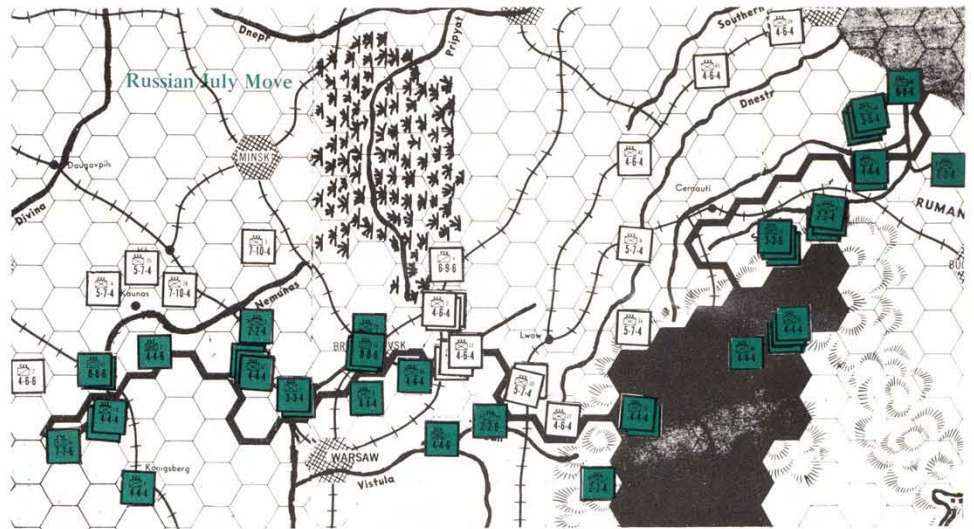
The Russians press their attack on the strongest German unit hoping to prevent it from fortifying in Helsinki. There is little danger of the other Finns scattering as they can cause no real damage by doing so unless the Russian fails to pursue.

GERMAN AUGUST MOVE:

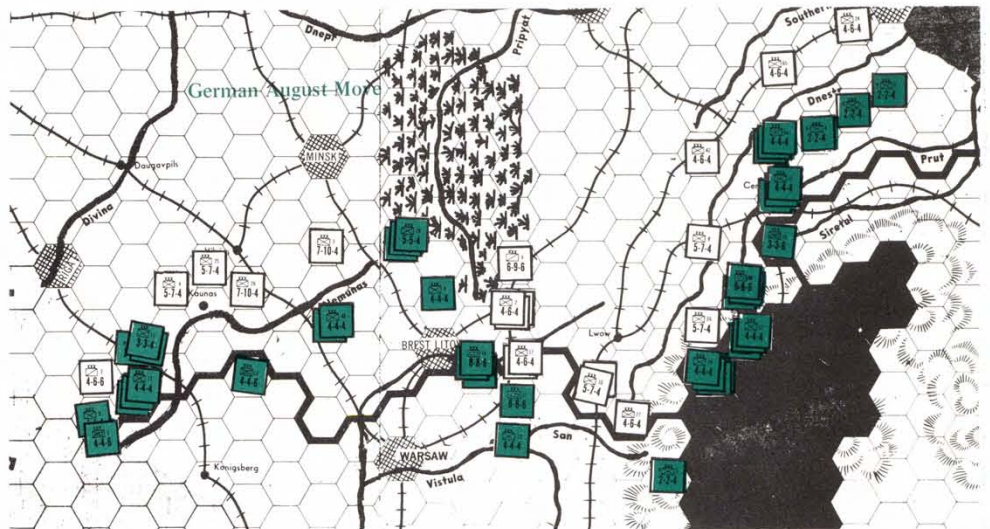
By removing two 4-4-4's from my center force it can be seen that what I need is volume of troops since I already have sufficient power so I brought back another 4-4-4. Despite the exchanges I still seem to be in good shape but the losses must slack off or I will have to continue to leave armor off and draw on small dead units for volume. The attack on the 36th Inf will assure the breach of the Dnestr River next turn at either GG14 or HH16 unless he puts two 5-7-4's there which, of course, he will do. The Russian is in good shape now since he will have sufficient units in the south for winter. I may gamble around Minsk to reduce his forces unexpectedly but not until winter when the full effect will be felt. Finland is still doing fine but the situation there is still in the dark. The rails are cut to give the majority of the force their best odds. If an attack is made in Finland then the units near Kaunas will have to hold their own. I expect Finland will hold for if the Russian does not strip off aide from there soon either Riga or the river at Kaunas will fall, or both.

RUSSIAN AUGUST MOVE:

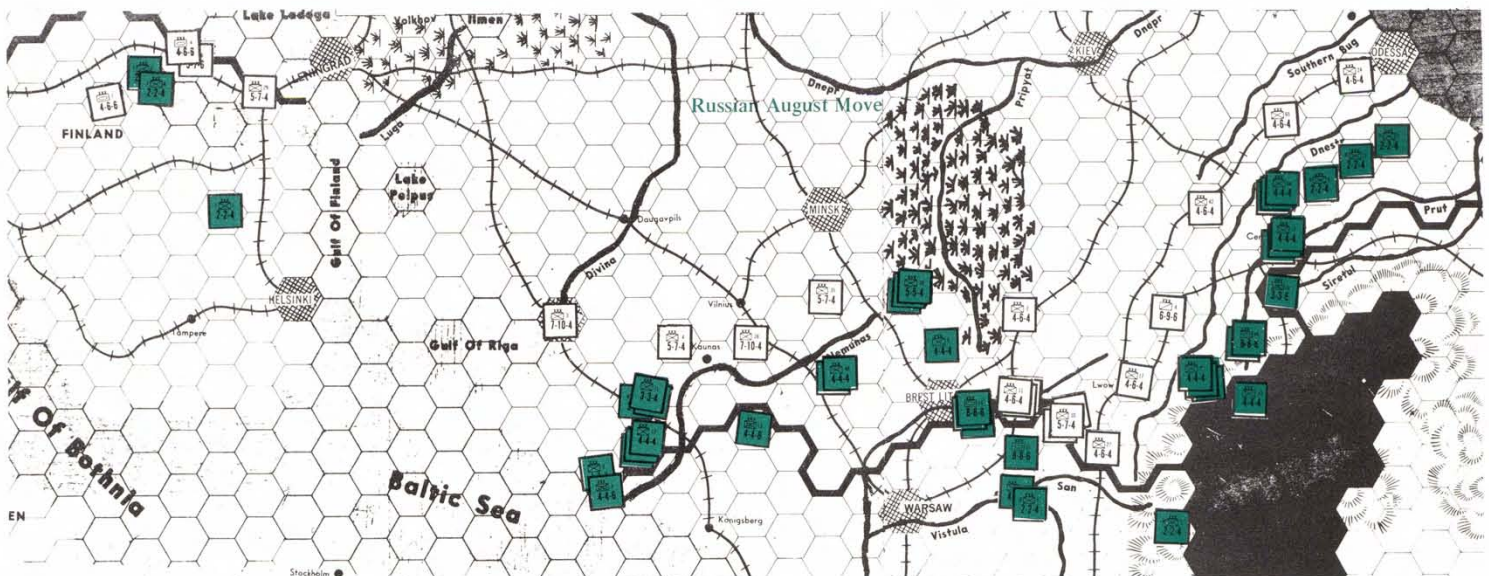
My opponent correctly figured that I would ignore Helsinki to destroy the Finns menacing Leningrad from the north. He will probably retreat to Helsinki next turn where I'll leave him — garrisoning Leningrad waiting for him to venture out. The big move is in the south where if my 3-1 on the 57th Armored works I'll not only have reduced his armor considerably, I will have gained ground in the south from which to delay. If it works he may be disheartened into an early surrender. I realize my chances of winning are better if I fall back but would rather win in '41 than '43. The 2nd Infantry is at CC16 to deny the Pripyat crossing, as I want to delay from this square next turn. With my reinforcements due next turn and the ending of the Finnish front I should be in good shape for a fighting withdrawal to the Riga-Minsk and Southern Bug lines, barring exchanges.



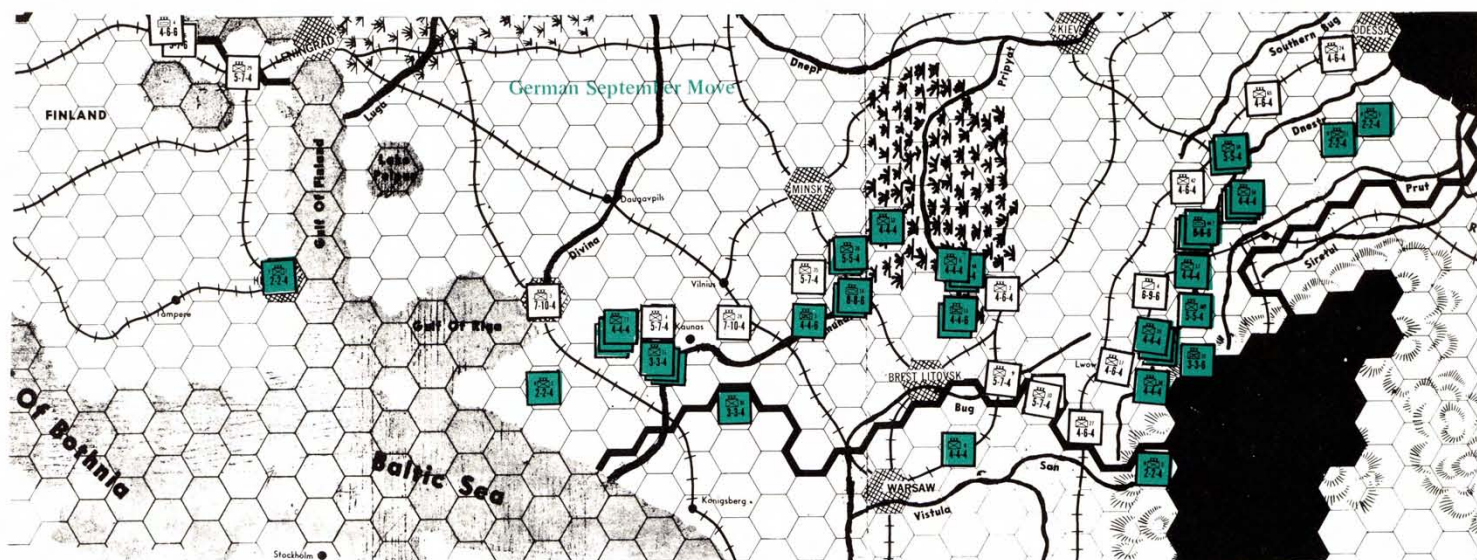
A delaying movement is used on the Northern Nemunas while holding the rest of the river with 3-1 proof positions. The Russian attack on the 48th Infantry shows the aggressive nature of the Russian player which will later cost him the game.



The attack on the 36th Infantry caught the Russian by surprise and signals the beginning of the end for the Russian's southern defenses. A good attack.



The Russian player is forced to ignore open Helsinki by the threatening posture of the Finns marching on Leningrad. In the south the Russian makes his final error by counterattacking against the 57th armored. The exchanges which followed only made the next German move less spectacular.



GERMAN SEPTEMBER MOVE:

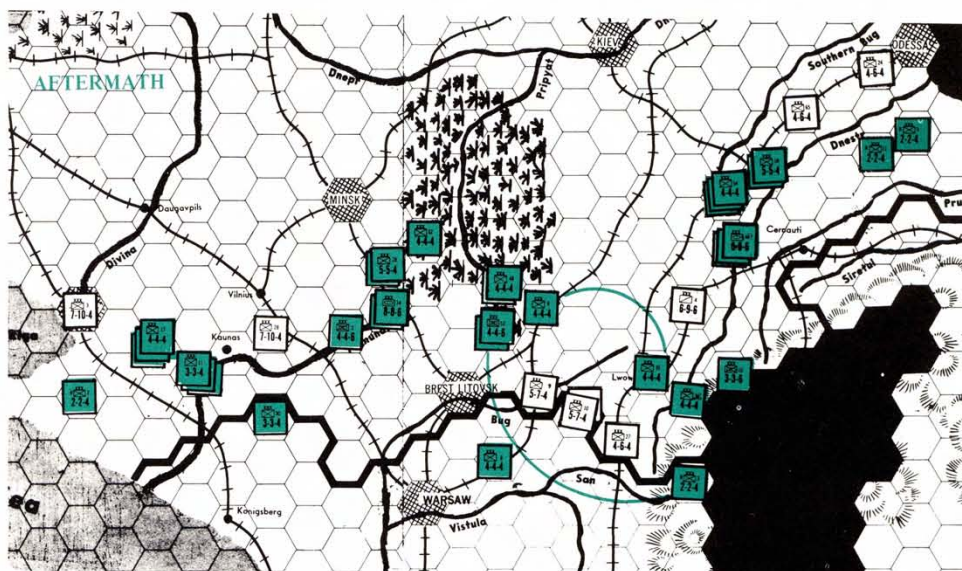
The time has come for an all-or-nothing gamble to win the game. A 50% chance of winning the game is too much to pass up. An advance against the 17th and 7th will trap at least 6 units and he will be unable to close the gaps. If I lose the 2-1 I will probably lose the game.

AFTERMATH:

The shock of losing 9 corps in the space of 1 game turn proved too much for the Russian. He soon conceded the game although his reinforcements and the German's weakened condition allowed him to put up a viable, if not strong, defense just south of the Bug and between the Divina and Minsk. However, when the 4 encircled Russian corps were eliminated in October it appeared to be only a question of time before the Russian line would break. The coming of winter in the south would almost assuredly have led to a German breakout.

Had the Russian attacks not been met with so many exchanges and the Germans not come through with a perfect four for four, '1-1 and 2-1' attack record, the result might have been just the opposite. Russian strength in the south might have been just strong enough to counterattack the German bridgehead across the Dnepr and resulted in a blood-white German army.

The German sees a chance to end the game quickly with two low odds attacks which will encircle 4 Russian units in addition to the two attacked. It was a risky decision, and one which might not have been made considering the Russian exchanges on the previous turn.



Both defending units were eliminated, trapping the bulk of the Russian army on the Bug. The successful German attack on the 42nd Infantry which affected an easy crossing of the Dnepr seals the Russian's fate.

THE ATTACKS ... HOW THEY FELL													
German—June '41										3. 41,14,57 Arm	17X	4-1	DB2 EE14
1. FX4	2,6 Cav	1-5	A Elim	—						4. 34,38,43,55,52,35X	36X	3-1	EXCH —
2. F Grp O, FX7,26X	3X	1-1	DB2	H32						44,46,6R Arm			
3. RX1,11X	35,29X	1-6	AB2	CC12						Russian—August '41			
4. 1,6X	28,14X,3 Arm	1-5	A Elim	—						1. 8,9,10,11,37X	57 Arm	3-1	EXCH —
5. 2RX,14,41,47 Arm	14X	4-1	EXCH	—						2. 6 Arm	14,41 Arm	1-4	A Elim —
6. 10 Gren; 4,3R X	11X		DB2	LL15						3. 1,4 Arm; 6 Cav	FX2,FX6	3-1	EXCH —
7,8,9. Automatic Eliminations Vs. 2,7,15 Armor										German—Sept '41			
Russian—June '41										1. 56,47 Arm; 9,11,13, 20X	4X	4-1	D Elim —
1. 22X	F Grp O,FX7	1-2	Exch	—						2. 17,3RX	4 Cav	1-2	A Elim —
2. 12,3X,2 Cav	26X	3-1	Exch	—						3. 55,38,35,34X	17X	1-1	EXCH —
3. 1,4 Arm; 6 Cav	FX2	6-1	DB2	H29						4. 6,23,48X	2X	2-1	D Elim —
4. 16,17,2,42,65X	4X	5-1	D Elim	—						5. 5 Gren; 14 Arm	35X	3-1	D Elim —
German—July '41										28,R1,3 X			
1. 29X	24,8X	1-4	A Elim	—						6. 4R,1R,54,RX4,43X	42X	3-1	D Elim —
2. 1R,4R,17,2,5RX	64X	3-1	EXCH	—						43 Gren; 46,6R Arm			
3. 9X	4X	1-4	AB2	Konigsberg						Russian—July '41			
German—August '41										1. 37,10X	R Cav	5-1	D Elim —
1. 56,47 Arm; 3 Gren	2 Cav	6-1	D Elim	—						2. 16,17,11X	48X	3-1	EXCH —
RX2,11,20,13,9 X										3. 1,4 Arm; 6 Car, 29X	30X	6-1	D Elim —
2. RX1	11X	1-3	AB2	CC12						Russian—August '41			

From the Judge's Corner

GAME ANALYSIS BY GEORGE PHILLIES

This game analysis presents comments written as I saw each move. I tried to look at each move the way I would if I were the real player, and then consider what mistakes the real players made. In the final section "Aftermath," I take advantage of hindsight to point out the omissions and errors most costly to each player.

Russian Set-up: This is one of the more exotic defenses that I have seen. It is also somewhat inefficient at key points. The 2-3-6 on Y15 serves only to protect the flank of Brest-Litovsk. Since Brest-Litovsk could be made 3-1 proof by putting the 28X in it and moving the 29X and 35X to BB15, this flank protection is not really necessary.

The Russian player makes an extensive series of comments on his position North of the Carpathians. Some of these remarks do not seem accurate. In particular, the Russian player appears to believe that the German player must attack his units as a stack. The Germans can make a 3-1 on one of the units on CC14 by soaking off on the other one. However, an attack on CC14 is probably less useful to the Germans than a 3-1 attack on one of the units on FF11, since this attack would have the effect of forcing the San River. This attack would, of course, require three 1-3 soak-offs on the 9X, 11X, and 37X.

Little favorable should be said about the Russian defense of the Prut. Its awesome aspect hides its rotten core. An attack on the Russian 4/ from MM13, NN12, 0012, and 0013 guarantees the destruction of the cavalry unit. (Remember that the Russians on LL14 and MM14 are not doubled.) A German stack on PP13 will support the German units on 0013 in the event of a Russian counter-attack using 0014.

German 1st Turn: The German did not attack FF11 or NN13. With the forces the German player has in Rumania, an attack on the 4Cav would not be too difficult. Since in many circumstances the 6-9-6 can be almost as useful to the Russian player as the 7-10-4 is, the omission may prove costly. The German units on KK13 have no retreat for themselves, which makes the 1-1 attack even more risky. If the 2R X had been on CC13, with one of the 8-8-6s on BB14, the Russians would have had to counterattack to hold Brest-Litovsk and the Bug River. Also (although with the German position after their turn, it is not likely) a German unit on BB14 would keep the Russians from surrounding the German units on CC13 in a counterattack.

Russian 1st Move: The Russian move has not improved his position. The German 30X or the F6X can reach G33, trapping some of the Russian units in Finland. In the center, the Germans can attack (without retreat) the 3 and 6 Armored. An attack on Brest-Litovsk from Z15 and AA14, with the 13X being retreated to CC15, leaves the Russians with 5-6 units in the north-center. (Had the 7-10-4 been in Brest-Litovsk, it could have reached S18, thus saving the Russian defense of the Nemunas.) Of course, the German does not have enough pieces to make all of these attacks. However, Russian players have rarely been able to

defeat the Germans by giving the German player more targets than he can profitably attack.

In Rumania, the Germans have a surplus of opportunities. There are 5 Russian units where they can be attacked at 3-1. Some must be soaked off against, but this is a good opportunity for the Russians to lose a few units to no purpose. (The Russian player may be gambling that since the Germans refused last turn's attacks in the South, they will refuse to attack this turn there, too.)

German July Move: The German's luck on this turn was poor. However, the Russian player's position is difficult. He has lost the Nemunas, and the division of his forces north and south of the Pripyat marshes is not good. Since the German did not block the railroad at I-31, all of the Russian units in Finland could get at least back to Riga. The German stacks at LL12 and MM12 seem wasted. They could have been used to attack the Russian units on the Prut, which might have killed a Russian piece. This attack would also keep the Russians from delaying on LL14 and holding doubled positions elsewhere. (Whether the Russian can afford to use a delaying unit like this is another question. If the Russian is to win from this position, he must be very careful to minimize his losses.)

Russian July Move: The Russian counterattacks preserve more than an impression of strength. By taking advantage of terrain, the Russian should lose only one piece in the North. However, by taking Z18 and AA17, the German will work around the other end of the Nemunas river line. The great expense in this position will be the exposed units on CC15 and CC14. Each stack can be attacked, in the open, by two stacks of German units. This could cost the Russians 2-3 pieces. Of course, the German has previously refused to attack similar positions on previous turns, so the Russian units on these two squares may be safe. If the 2X were on HH14 and the 8X moved to HH12, the entire southern front would be 3-1 proof. This would reduce the strength on the CC file, but it would insure that the German forces in Rumania remained ineffective.

German August Turn: Taking a Rumanian cavalry and a Finn 2-2-4 as replacements, and deploying them to hold the Nemunas, would have freed the 53rd Grenadier and the 8th Infantry for attacks. The 6-1 in the North is overkill; by dropping it to a 3-1 still more units could have been released for attacks against the undoubled units in the center. The need for this would have been more apparent if HH12 were 3-1 proof, since in that case the German would have been obviously immobile in the south.

The F2x and F6x can be surrounded and then attacked separately or as a stack. If the F2x were on E33 or F32, the German position in Finland would be greatly improved.

Russian August: The counterattack that the Russians made lost 3 pieces, and left the Russians in the open. Furthermore, a counterattack in the Brest-Litovsk-EE12 area is a complete waste, since the German player is able to make a 3-1 on HH16 this turn, which effectively forces the Russians to withdraw to the 18 file or thereabouts. Interchanging the 4/ and the 42x would have helped this position.

German September Move: The German attacks in the center, surrounding a large portion of the Russian Army. This attack plan, whatever its success, appears to be based on a lack of judgement

coupled to a mathematical error. Since the chance that the 2-1 will succeed is 2/3, and the chance that the 1-1 will work is 1/2, this attack plan has one chance in three of succeeding. If the German is very unlucky, and rolls a pair of A-Elms, he will have converted his excellent position into a balanced game, which he may lose. (The German's estimate that if he rolls a "6" on the 2-1 that he will surely lose is a trifle too pessimistic.)

The error in judgement, one made by many Germans, is that the German player must establish a winning position in the first few turns, or not at all. This lack of patience leads to massive low-odds attacks on the first turn — the turn that the Russian position is strongest. There is a time for some 1-1s, 1-2s, and even 1-3 envelopment attacks. That time, however, is later in the game, when the Russian does not have many available reserves.

If the Germans had a few factors of accumulated replacements, they could have replaced a 7-7-6, making the 2-1 attack into a 3-1. There are times when bringing back infantry as fillers is important, but bringing back infantry on the first few turns is not often sensible. This is especially true if the German player already has stacks of infantry with which he is doing nothing — the situation which prevailed on the August turn. If the German player is scraping for every factor, replacing a 4-4-4 with a Rumanian may be valuable; but if the German has more pieces on the board than he can use, the replacement factors might as well be accumulated.

Since the game is played using exchange at attack (defender & attacker losses are calculated in terms of the defender's attack factors), three rather than four 4-4-4s would have been enough for the attack on the 17x. An exchange will only destroy two 4-4-4s, leaving the rest to advance in.

AFTERMATH: The play of this game into further turns would illustrate the importance of good weather to the Russians. If the weather turns bad, Russian units pile up on the railroads between the replacement cities and the front line. This slows down Russian replacements. Given the weakness of the Russian player, this could easily lead to the appearance of holes in the Russian front line.

Some of the Russian comments merit response. In almost no case would it have been objectively possible for the Russians to push the Germans back across the Dneestr (although with this German player, who seems to hang back from good attacks in order to make poor ones, it might have been possible). In general, in order to force a player back across a river, counterattacks must be made in such a way that all river squares of the river end up in the zones of control of the counterattacking player. If this cannot be done, the player who has crossed the river can move more units across the river, so as to be able to undouble the counter-attacking player's units.

The German player never got around to attacking EE12-FF11. This allowed the Russian player to hang on to the northern end of the Carpathian mountains for an unreasonable number of turns. Remaining in the CC14 area until September did seal the Russian's fate, but only because of a series of errors and bits of bad luck on the part of the Russian player. The German player should have taken FF11 on the first turn.

THE LUCK FACTOR

Turn	Expected Avg. Loss	Actual Loss
German—June '41	German: 22.9 factors Russian: 19.3 factors	German: 16 factors Russian: 16 factors
Russian—June '41	German: 8.9 factors Russian: 5.1 factors	German: 14 factors Russian: 13 factors
German—July '41	German: 16.8 factors Russian: 20.7 factors	German: 35 factors Actual: 27 factors
Russian—July '41	German: 6.6 factors Russian: 2.0 factors	German: 9 factors Russian: 6 factors
German—Aug '41	German: 5.6 factors Russian: 13.9 factors	German: 10 factors Russian: 13 factors
Russian—Aug '41	German: 8.4 factors Russian: 8.7 factors	German: 12 factors Russian: 25 factors
German—Sept '41	German: 23.4 factors Russian: 21.8 factors	German: 17 factors Russian: 32 factors
The Game	German: 92.6 factors Russian: 91.5 factors	German: 113 factors Russian: 132 factors
Luck Factor:	German: -22.0%	Russian: -45.6%

THE LUCK FACTOR

A glance at the luck factor chart shows above all else that this was a very "bloody" game. Retreats were rare, and exchanges plentiful. The result was a very high rate of attrition which gave both players a negative luck factor; i.e. they lost more than they should have in their attacks and didn't escape with DB2's as often as they should on defense.

Yet this doesn't answer the question of who "Lady Luck" favored — if anyone. Saying both players were unlucky is tantamount to begging the question. Simple arithmetic shows that the Russian luck factor was twice as bad as the German's. This factor is compounded by the fact that the Germans won the battles they had to win where they stood to lose the most in the event of misfortune. A review of the game shows the Germans winning 4 out of 4 1-1 or 2-1 attacks. Lucky? Yes definitely ... but what about all the German exchanges?

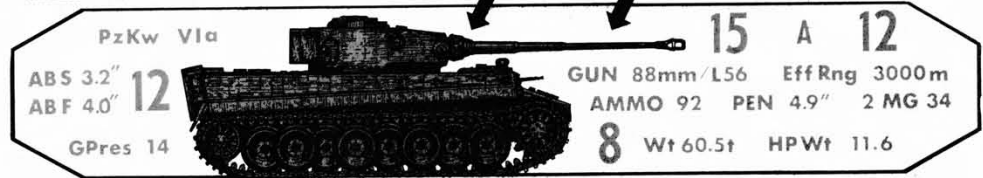
Most experts will admit that a doubled exchange in 4-5-6 STALINGRAD isn't really all that bad. And even if it were the German losses to these attacks hurt them far less than did the Russian's preponderance of exchanges.

Looking at what should have happened (93 German factors lost to 92 Russian factors) it seems safe to assume that the rate of attrition would have been in favor of the Russian. Unless tremendous losses can be imposed on the Russians early, it takes a far more favorable attrition rate to wear the Russian down than the German had any right to expect in this game, considering the manner in which the game was played.

All told then we must find in favor of the Russian player. Had Lady Luck been more neutral in her decisions, the Russians would have probably prevailed.



DESIGN ANALYSIS



Randy Reed is the man who is mainly responsible for the "new generation of games" here at Avalon Hill. Since joining us in July of '72 he has impressed us and the wargaming world in general with his talent for detail and ability to work playability and playbalance into any design; a factor which should become even more evident with the spring release of his next design.

Besides RICHTHOFEN'S WAR Randy has been involved in the playtest of all the Avalon Hill releases since his employment and quite a few prior to that. The redesign of TACTICS II was also his doing. Mr. Reed will be playing an ever increasing role in the production of new titles for Avalon Hill so his comments are well worth considering.

DESIGN CREDITS: RICHTHOFEN'S WAR

RICHTHOFEN'S WAR, first of the 'New Generation' of Avalon Hill games, has been available for some ten months or so; long enough for the 'birth pains' of the concept to have surfaced. Fortunately, there have been few quirks to resolve in later printings outside of the usual handful of typos in the Scenario Cards explained elsewhere in this article. I now have some idea of what Broadway directors go through on opening night. No matter how much checking or re-checking was done, I could never shake the feeling of impending doom prior to the game's release. Visions of hidden 'obvious' errors or sure-win strategies danced in my head. All for naught; so far. Except for the following most-asked design questions, I have been left in relative peace to pursue AH's spring release.

Since these questions have been repeated more than a few times, let me answer them here:

Q: The vertical climb/dive rates seem out of proportion with the horizontal distance scale. Why?

A: That is correct, and for a very purposeful reason. The vertical distances were 'stretched out' by means of a multiplier to provide more meaningful differentiation in climb/dive capabilities between aircraft. For example, under a straight scale system, many differences cannot be shown between aircraft with climb capabilities clustering around 100 meters/turn using a 50 meter interval (the horizontal scale). The important thing was not absolute accuracy, but relative reliability (i.e., the way one aircraft performs in relation to other aircraft, not to rigid performance stats.)

Q: I've read a lot about pilots attacking 'out of the sun' and using cloud banks to hide in. Why weren't they included in the game?

A: Besides the obvious difficulties in attempting to simulate gross atmospheric conditions in an area less than four square kilometers there is a question of need. In a game where so much knowledge is available by a glance at the mapboard, it is difficult to implement a surprise attack out of the sun. The 'element of surprise' is the most difficult characteristic to simulate. To do so would have required a great amount of space and quite a few additional rule sub-systems. In my mind, there is enough in the game, without those things, to keep most people happy.

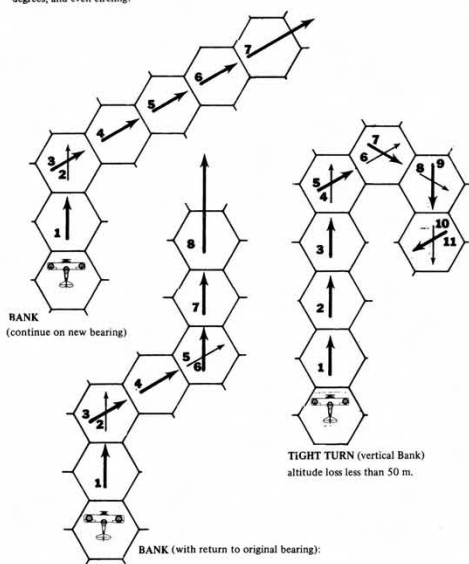
THE 'MANEUVERS' QUESTION

By far the most oft-voiced 'criticism' of RICHTHOFEN'S WAR concerns the alleged lack of real, old-time, genuine WWI Flying Ace-type, 'maneuvers' like the Immelman, the Loop, the Falling Leaf, etc. This criticism, although understandable, is lacking in two specific points:

1) All indications point to the conclusion that fancy, radical maneuvers were sparingly used in combat by the average pilot. Certainly they were exceedingly rare maneuvers in the repertoire of the really excellent pilots. If ever a pilot found himself in a position where he absolutely had to pull off one of those fancy maneuvers that could possibly tear his wings off (or get him shot out of the sky), he had already made a very big mistake. A cursory look at the Dicta Boelke shows reliance, not on fancy 'barnstorming' maneuvers, but on strict application of fire-position maneuvers. Diving is the most mentioned 'maneuver'. In line with Boelke's iron-hard doctrine of the Jasta-fights-as-a-unit, it is inconceivable that he would condone a skyclaf of German pilots executing half-loops, Immelmans, barrel-rolls, and the like. As an exacting student of Boelke, Richthofen, contrary to popular fiction, didn't 'dogfight.' He meticulously stalked his target, lined up his shot, went in, made the kill, and got out. He was a wily hunter, not a reckless scrapper. For many casual students of the era, the exploits of myriad pulp-fiction heroes and the real-life antics of the barnstormers of the twenties and thirties has all but obscured the true character of air warfare in that conflict. It is an interesting reflection on human nature that even REAL WWI aces have been caught 'gilding the lily' when recording their biographical exploits for popular consumption. (René Fonck being perhaps the most conspicuous.)

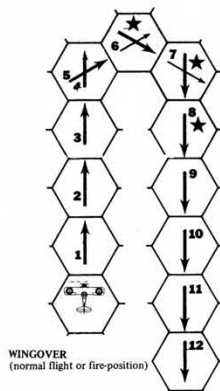
2) Most maneuvers that critics claim are NOT included in RICHTHOFEN'S WAR are, in fact, there. Here, we face a problem of definition. 'Maneuver', under one set of parameters, could include only the circus-type operations already discussed; yet under another set of parameters, include any type of guidance/avoidance operation that alters an aircraft's course or flight attitude. In terms of the latter definition, the following diagrammatically illustrates the previously discussed possibilities:

THE SIMPLE MANEUVERS: Perhaps not thought of as such, climbing, diving and horizontal flight in straight lines are the most basic maneuvers. Basic variations on these themes allow guidance maneuvers; banks, turns of various degrees, and even circling:



THE COMPLEX MANEUVERS: Keeping in mind the above arguments, we herein offer the following 'exotic' maneuvers. Some of the more characteristic aircraft attitudes are not visible (or presentable) due to the rather large scale of the game (1 hex=50 meters horizontal and one vertical unit=50 meters in altitude):

★ CLIMB ★ dive hex



IMMELMAN TURN - two stages:

(escape and/or fire-position)

Half-loop and Climb

Half-loop and Dive

THE HAMMERHEAD STALL
altitude loss less than 50 m.
(fire position maneuver)

SPIRAL
(normal flight or escape)

FALLING LEAF
(escape)

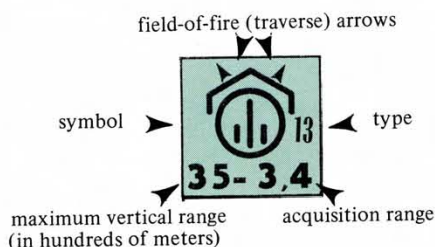
ONE FINAL NOTE: some aircraft do not have the performance capabilities to execute these maneuvers with any degree of fire-position flexibility. Specifically, those aircraft with Maneuver Schedules 'A' and Max speeds of '7' and '8'.

ARCHIE

a Richthofen's War variant

Anti-aircraft fire in RICHTHOFEN'S WAR was purposely played down to conform to scale limitations and to reduce the amount of 'distraction' from the airborne aspects of the game. Heavy anti-aircraft weaponry is completely excluded in the original design and with good reason: players will find that using the following 'heavy' anti-aircraft artillery in the game will be a bit like using an over-and-under shotgun to kill a canary in a closet: a bit much. A great deal more could have been done with target acquisition (leading the target, fuse-delay, fire patterns, etc.) but we will leave this as a task for the readership if anyone finds it necessary.

These guns are represented by the following types of counters, included in the Readers' Response Page, containing game-relevant data:



A. PLACEMENT:

All rules governing placement of MG & AA units apply to Heavy AA counters with the following addition: Heavy AA counters must be placed a minimum of three hexes from each other.

B. FIRE PROCEDURE:

Heavy AA fires in the Defensive Fire Phase of the owning player's segment:

1) Select Target:

- targets must be below maximum vertical range of gun.
- no heavy AA can fire at targets at less than 1500 m. altitude.
- heavy AA guns have unlimited horizontal range on mapboard: i.e. the entire mapboard.

2) **Field-of-Fire:** targets must be within the Heavy AA unit's field-of-fire to be fired on. The field-of-fire for all Heavy AA guns consists of all hexes within the front facing TWO hexsides of the AA counter. The facing symbol indicates which two hexsides define the field-of-fire. ADDITIONALLY, Heavy AA units may not fire at targets within four hexes (inclusive) of the HAA counter.

3) **Traverse:** once placed on the mapboard, Heavy AA guns may never be moved from their original placement hex. However, they are allowed to change their facing ONE HEXSIDE in either direction at the beginning of the owning player's movement phase. Facing indicators must always conform to the mapboard hexes as in the regular RW rules.

4) **Target Acquisition:** if the intended target is within the HAA's field-of-fire, two dice must be rolled to determine if the target is 'plotted' accurately by the gun directors. Each counter indicates the 'acquisition range' for each type of gun which is the dice roll number required to have the target properly plotted. For example, the British 13 pdr. requires a dice roll of '3' or '4'; the British 3-inch gun requires a dice roll of '2', '3', '4', or '5'. Two dice are rolled for EACH HAA counter; if the proper number is rolled, the HAA counter is allowed to roll on the HAA-TDT (below) to ascertain damage.

5) Effect of Fire: Heavy AA TDT:

- Heavy AA guns may only fire on the HAA-TDT if the target has been properly plotted via Target Acquisition.
- Heavy AA-TDT procedure is the same as used for any other AA unit: roll two dice, cross-index dice roll with proper type of HAA.
- The entire process of determining field-of-fire, rolling Target Acquisition, rolling on the HAA-TDT, is completed for each HAA unit in turn before proceeding to the next.

6) HEAVY ANTI-AIRCRAFT - TARGET DAMAGE TABLE:

DICE ROLL	6	7	8	9	10	11	12
TYPE							
13 pdr	-	-	-	2	3	4*	6*
3 inch	-	1	2	4	5*	7*	8*
75 mm.	-	-	1	3*	5*	7*	9*
77 mm.	-	-	1	3	4*	5	6*
88 mm.	-	1	2	4	5*	7*	8*

C. USING HEAVY AA IN THE GAME

To facilitate the creation of original scenarios employing Heavy AA we offer the following bits of information:

- Don't hesitate to use Heavy AA (and for that matter regular AA and MG units) in other

TYPE	NATIONALITY	RATE OF FIRE	HORIZONTAL RANGE	VERTICAL RANGE	MUZZLE VELOCITY
13 pdr.	British ('16-'18)	6-10 rpm	8,200 yds.	13,000'	1,700 fps
3 inch	British ('17-'18)	15 rpm	10,500 yds.	18,000'	2,500 fps
75 mm.	French ('17-'18)	15 rpm	10,000 yds.	16,400'	1,700 fps
77 mm.	German ('16-'18)	6-10 rpm	8,700 yds.	14,000'	1,500 fps
88 mm.	German ('17-'18)	10 rpm	11,800 yds.	12,600'	2,600 fps

RW-ERRATA

We are happy to report that only a few minor problems have surfaced in the first ten months since *RICHTHOFEN'S WAR* was released. The Scenario cards have been revised to correct a few typographical errors. The new Cards are identified by "2nd Printing — June 1973" in the lower right corner of Scenario Card. The changes incorporated in the new printing are as follows:

Scenario No. 3: Basic Level-one NIU/17 (at 4400 m.)

Scenario No. 4: Basic Level-change altitude of all aircraft to 2000 m.

Additionally, there is one change to the Campaign Game Rules, suggested by Staff member Dave Roberts, which is being seriously considered for the next (future) printing of the Rules folder. Readers are encouraged to try out this change and let the R&D staff know what you think:

Campaign Game Rules: sect. IV 10) — after sentence rounded off to nearest 1000 meters. "All aircraft of one side must start the game within 1000 meters (alt.) of each other; i.e., the altitude difference between the highest aircraft and the lowest must be 1000 meters or less."

This anticipated change is necessary to pre-empt a possible Allied tactic best described in football as a "spread formation" with some aircraft at ceiling, and others 'down on the deck.'

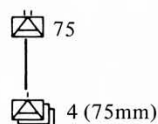
Scenarios besides Balloon Busting. Keep play-balance in mind: starting altitudes and the number of AA-types included are good adjustment mechanisms.

2) Density is very important. More than six Heavy AA units is tough opposition for one aircraft executing a bombing mission. Unless a solitaire game is envisioned, use Heavy AA units judiciously.

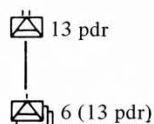
SIMPLIFIED TACTICAL AA ORGANIZATION

The battery was the primary tactical formation for artillery in WWI. With respect to Heavy AA (basically light field guns), the French used a four-gun battery, the British used a six-gun battery, and the Germans used a six-gun ('14-'15) and a four-gun battery (after '15). Each Heavy AA counter represents one gun. It is recommended that no more than one battery (or less) be employed on the mapboard at one time for any one side. Any number of regular AA and MG units may be added as target defense or battery support weaponry:

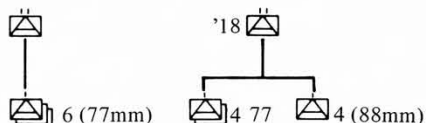
FRENCH:



BRITISH:



GERMAN:



LUFTWAFFE ORGANIZED

by Robert D. Harmon

Advocated here is a playing aide for antagonists in the LUFTWAFFE game. Mr. Harmon has subdivided the target areas into groups, with capsule commentaries on each area's strengths and weaknesses. We suggest you draw similar boundaries on your target sheets to facilitate quicker decisions in regards to the best defensive placements and bombing allotments for each quarter.

In terms of strategic options, LUFTWAFFE is probably the most flexible of all Avalon Hill games to date. The American player has an amazing variety of attacks to choose from; his antagonist must defend the entire board and deploy carefully.

Both sides are confronted by a mapboard bristling with no less than 79 targets, scattered unevenly across the board. To plan his defense, the German player must consider the main routes of approach, the enemy's intentions, and, most important of all, determine what is worth defending. The American must plan his missions according to what is worth attacking, how to keep their formations concentrated as long as possible, and how to attack with the least casualties.

To facilitate planning on both sides, I offer the following system of dividing and analyzing the target cities. As illustrated, the board and the targets have been divided into 15 arbitrary sectors. These sectors consist of discernible groupings of targets, distinct from other areas. These sectors fall into four fronts — Main, Southern, Eastern, and Interior.

MAIN FRONT: Containing most of the targets and airfields, the Main Front is the closest to US bases in England and France. It is the scene of most of the fighting. Its sectors are:

Netherlands: 1 target (1 aircraft factory). Amsterdam is usually the first to go. US fighters quickly make the area unusable.

The Ruhr: 6 targets. Targets here easily reached and eliminated. Airfields as unsafe as Netherlands, but useful if US fighters are not present or used for close escort. No aircraft factories in the area.

Rheinland: 10 targets (3 aircraft factories). Can be eliminated early, but at high cost. Vulnerable and unsafe in '45.

Hansa: 6 targets (2 a/f). Western cities open to attack from England: other targets vulnerable to sneak raids. If US bombers can get across Dutch frontier or Baltic coast intact (and they generally can) they'll get their targets. Once all targets in Hansa are gone, German can pull out and centralize his defense.

Hesse: 6 targets (2 a/f). Close to the R line but somewhat safe for Germans. The cities will go quickly but the US will face first real resistance here heading east. Aggressive US fighter sweeps can dislodge the Germans, but with difficulty.

Franconia: 2 targets (2 a/f). Remote; threatened only by shuttles to and from Italy until '45. Not vulnerable until '45.

SOUTHERN FRONT: The US can use his entire capability here, but against fewer and more distant targets than in the Main Front. German is hampered by a lack of airfields. Approachable from Italy. The sectors are:

Ausland: 7 targets (5 a/f). Somewhat vulnerable. Should be defended as long as possible. Overland shuttles to/from Russia most practicable through here.

Linz: 2 targets (1 a/f.). Wide open; hard to defend.

Tyrolia: 7 targets (4 a/f). Defensible until '45. Of less value than Ausland but better location: Tyrolia is the back door to Germany. Only Southern Front sector with ample airfields.

EASTERN FRONT: More remote than Interior Front but approachable from Russia and the Baltic. An area the US cannot afford to postpone neutralizing until the last moment. This front characterized by small forces and a lack of US fighter strength. Eastern front sectors are:

Pomerania: 3 targets (2 a/f). Open to sneak raids but can be defended. A good central location for defense of the Baltic coast and interior regions.

Ostland: 3 targets (3 a/f). Vulnerable to both Russian-based and sneak raiders. Not especially worth defending.

Silesia: 3 targets (3 a/f). Remote and isolated. Main threat will come from Russia. Important because of location but not valuable enough to warrant its own air units.

INTERIOR FRONT: These sectors are alike only in that they are the most remote from all routes of approach. The last-ditch fighting will be over this area (if the US has the sense to eliminate the Eastern Front). Sectors:

Anhalt: 11 targets (8 a/f). Heart of the aircraft and petroleum industries. Vital and defensible. Anhalt is the scene of the most savage fighting. Best approaches: from England and France, although sneak raids are a faint possibility.

Bohemia: 6 targets (3 a/f). Few airfields; incoming bombers must be handled further out. A lack of airfields to the south means the best approach is from Italy, despite the distances involved. Harder to defend than it looks.

Tempelhof: 6 targets (4 a/f). Mainly threatened by sneak raiders. Defense should be conducted over Pomerania and Anhalt. Tempelhof can and must be held; it will usually outline even Anhalt.

German defense must consider the routes of approach represented by the Fronts: England/France, Italy, the Baltic, Russia. The Main Front, with its array of targets and airfields, will be the most often attacked, and the most heavily defended.

One note: although not all versions of the rules — Basic, Tournament, Advanced — require that all units take off and land in unison, I find it tactically expedient to keep them together and concentrate all of a given type into one or a few local attacks; in other words, hit them with the mostest.

Back to the Main Front — the Me109s can't operate anywhere else. The Main Front has the airfields; the 109s should be concentrated in Hesse to be in the center of all of them. The Fw190s, formidable but with almost as short a range, should all be based in the Rheinland. There they can assist the 109s or be shuttled to the south if necessary. These aircraft should handle defense of all Main Front sectors; no sector should have its own units. Defense here, as in the other fronts, should be a front-wide operation. If it becomes apparent that one group or more of bombers will get through, the German will have to decide which sector to sacrifice for the sake of the other areas.

Hansa is secondary; most raids will be to the south. To keep the Me109 school units out of trouble, though, it might be advisable to post them along Hansa's exposed Baltic coast where they can defend or act as a reserve.

In the open spaces of the Southern Front, the German should post his Me110s, Me410s, He219s, and any other twin-engined fighters (as needed) in a wide belt extending from Munich to Gyor. If the US comes after southern Germany in force the Fw190s can always be called down; otherwise, the twin-engined fighters are suitable. The area is not worth anything else.

Usually the US won't bother to post more than 1 or 2 factors of bombers in Russia — a serious mistake. One Dornier group stationed in the Lodz area will adequately defend against this.

More US aircraft will require sending He219s or Me110s to help cover.

ECONOMIC DISTRIBUTING BY SECTORS

Sector	No. of targets	oil	RR centers	Factories:
Anhalt	11	5	2	8
Rheinland	10	1	9	3
Ausland	7	4	0	5
Tyrolia	7	0	0	4
Tempelhof	6	2	1	4
Bohemia	6	2	0	3
Hansa	6	1	0	2
Hesse	6	0	4	2
The Ruhr	6	2	3	0
Silesia	3	0	0	3
Ostland	3	0	1	3
Pomerania	3	0	0	2
Linz	2	0	0	1
Netherlands	1	0	0	1

Aircraft, oil, and railroad targets are, respectively, the most important targets — and the only ones directly affecting German tactical strength.

The Baltic is usually the main scene of action on the Eastern Front. Assorted school units and Ju88s will suffice, placed in Pomerania; a few other twin engine units may be sent in to help. The pivotal airfields for the entire Eastern Front are Kolobrzeg and Torn, for obvious reasons.

Particularly in the Baltic area, but on all fronts, the Germans must take care not to let the US slip through and reduce the Interior Front. Tempelhof especially must be guarded; Anhalt and Bohemia are more forward and the Berlin-Sorau area is usually the final target area on which the whole game will turn — unless it is hit from behind.

The Fw190s, under this system, are the only units that can move from one front to another — it is somewhat wasteful to keep far-flung defenses but the German must prepare for all contingencies — if he clumped his forces in the center he would give the US a free crack at the outer-lying areas and hasten an awful reckoning. The only way the Germans can expect to utilize the principle of mass is locally.

Which brings me to tactical doctrine. To make this defense work the German must hit hard and often in all areas. To stop the bombers, the best bet is to gather the entire front's forces together and jump on the enemy in one big smash — then give him an 'escort.' By the same token, the American's best means of blunting the Luftwaffe is to kill their fighters in the same manner — hit hard with everyone available.

Often, the American player will make the mistake of using his entire fighter force as an escort. True, the weaker fighters are good for nothing else. Also, it is somewhat true that a 14+ factor escort will slow the Germans down. But the latter case, with most or all US fighters chained to their "big friends," will allow the Germans to advance into bases in the Ruhr, refuel, and get at least one extra turn of "the big smash." Also, a big escort will discourage weak attacks — but a determined German will gather his forces and hit so hard that he will break the escort's back (he must, for if he doesn't, retaliation will be swift and terrible).

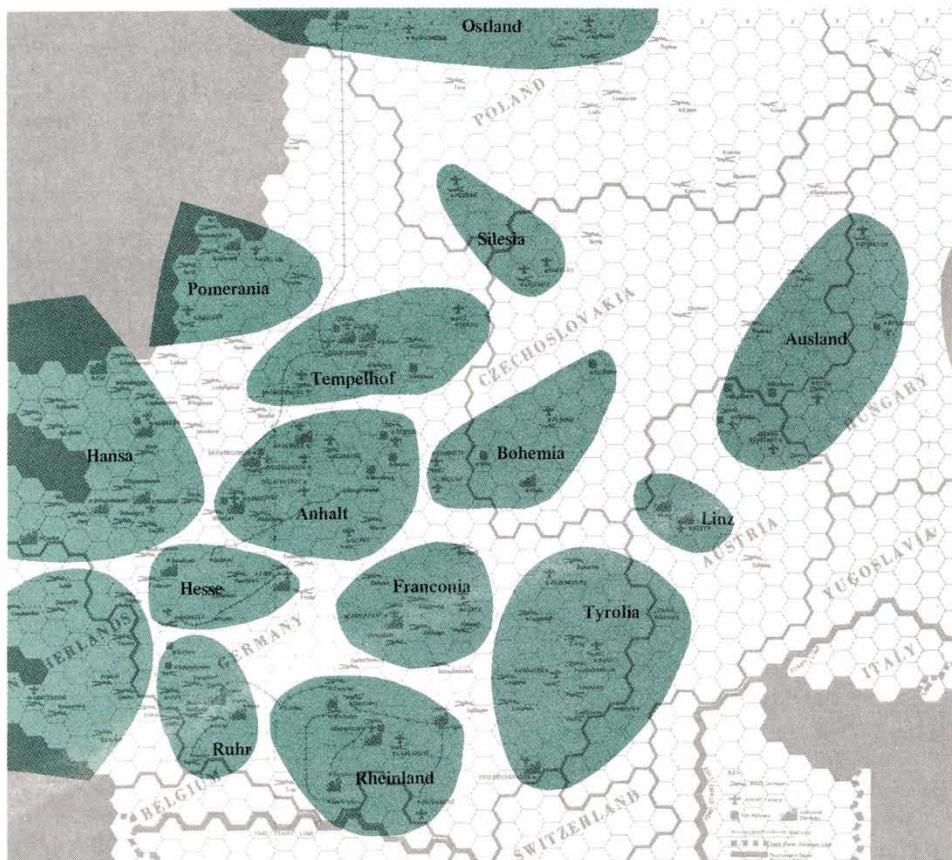
US "heavy" fighters — P47s and P51s — are better-used in "hunt" operations. Aggressive sweeps will intimidate or blow the German out of forward airfields and will bite big chunks out of anybody molesting the bombers.

In fact, attrition is a key factor. US fighters are expendable; the German, however, does not rise like the phoenix from his own ashes. Once aircraft factories begin to go (about mid-'44) the German's accumulated replacements will start to decline. The German is over a barrel — he must stop the bombers, but with minimal losses.

And the bombers themselves are a weapon. Kept together as long as possible (especially if targets are all in one sector or on the way there), a formation will extract its own pound of flesh. Sector-strike planning will mean that the bombers will stay together to within one turn or less of the strikes, and thus gain the maximum defensive firepower from their massive umbrella formations.

The US should study the sectors to see how they are important to his own planning. This is easy in the southern, eastern, and Baltic regions, and is best left to the individual. Some suggestions in the Main Front are necessary, however.

Early attacks on the Rheinland may be more trouble than it's worth. There are 10 targets there, but most or all can easily be eliminated in '45. Better to spend the effort neutralizing the Southern and Eastern Fronts before '45. Obviously Hesse, the Ruhr, the Netherlands, and Hansa will go before '45 also. Any deeper forays should be directed at Tempelhof and Anhalt. Tempelhof is reachable from the Baltic and should be cleaned out as early as possible; Anhalt will be fiercely defended but its early loss will mean much in a battle of attrition. With Anhalt and Tempelhof partly or wholly eliminated, the final missions on Bohemia should be a mop-up. Theoretically . . .



Dear Sir:

As I am sure you are aware, the biggest departure from reality in wargames is that the opposing players can see the entire dispositions of the enemy forces. The secret "at sea" dispositions of forces permitted in TACTICS II, and the fundamental character of games such as MIDWAY and JUTLAND are the closest anyone has come to solving the problem.

One solution to the problem of forces visibility is to play the games on three mapboards, using a referee for the third board. Naturally, this would require refinements in the rules to increase the realism. The problem in locally developed and applied rules of this nature is the unwillingness of certain kinds of players to accept the rules as final authority for arguments they may develop. In addition, many of the players of wargames have never been shot at in anger by anyone else and therefore have no feel of what it means to be intervisible, within optical range, or within firing range of a unit's weapons. Often I suspect that the staffs of the wargames publishing houses have never experienced the "feel" of combat.

I have played TACTICS II with five players on a side. One of these is the principal player who represents the Army Group Commander and who moves the pieces. One player is the personnel officer (G-1) who advises the CG on friendly units available and replacement considerations. Another player is the intelligence officer (G-2) who advises the CG on weather, terrain, probable enemy plans, identities and strengths of enemy units in contact, and the probable reactions of the enemy to friendly courses of action. Another player is the operations officer (G-3) who advises the commander on the courses of action to be taken to achieve friendly forces objectives, and writes the plans to cover the various operations the friendly forces are to conduct. The fourth other player is the logistics officer (G-4) who advises the CG on supply percentages available on all classes of supplies; the effects of shortages of food, gasoline, and ammo on the capabilities of the friendly units; transportation problems affecting future operations, and other logistics problems. The commander provides staff the guidance necessary and gives them information about which enemy units are in contact, etc.

Playing TACTICS II in this manner usually required quite a bit of writing on the part of the staff officers, and required us to devise sets of personnel, intelligence, and logistics cards similar to the weather cards already included in TACTICS II. The purpose of the additional cards was to insert the element of chance into G-1, G-2, and G-4 planning and operations. These added cards bore information extracted from pertinent Army field manuals and other sources. Under these rules TACTICS II usually lasted six to eight hours. It was fine for teaching certain fundamentals of military operations to my NCOs.

Another problem area in wargaming is the matter of real time. Each turn in AFRIKA KORPS represents two weeks real time. Supposedly, the units continue their missions thru a two week period, and then receive new orders. In reality, all the Armor and Armored Cavalry unit commanders I have ever known changed their unit orders at least every three days! This was necessary because the situations changed so rapidly in armor warfare. This applies to the Armor and Cavalry unit commanders of France, Germany, and Britain. Presumably, Rommel was equally as flexible in his planning.

All Armor units, no matter whose they are or what size they are, have organic reconnaissance elements. The lightest of such elements operated five to seven km ahead of its parent unit — or two to five km to either flank. Each Armor division has an organic cavalry squadron capable of operations on 12 observation points stretched over 12km per troop or 36 km for the squadron. The squadron can operate ten or more miles ahead of the division. Each Armor Corps has organic Cavalry Regiments which are equivalent to light battle groups and can conduct normal operations 25 to 50 miles ahead of the Corps. For such a unit to operate completely surrounded by the enemy units was normal, and surrounding rarely debilitated the fighting capabilities of the regiment. No US cavalry regiment (except the 7th at the Battle of the Little Bighorn) was ever lost because it was surrounded. Some were lost because of poor leadership. The point here is that the Avalon Hill games need to spell out more the role of the cavalry units in finding the enemy and reporting their findings to higher HQ.

Letters to the Editor ...

PANZERBLITZ comes closest to employing recon units properly. But the game needs to insist that the hidden deployment and artillery/line of sight rules be permanently a part of the rules and not optional, as written now. Only a potential Congressional Medal of Honor winner would ever try to maneuver forces over clear terrain where armor units are known to be operating. Therefore, Cavalry (or scout) units should play vital roles in wargames. They should be assigned extra MF for performing courier duties in reporting enemy operations to their HQ. Their ranges should depend on their sizes, and they should be permitted movement defensively, as in a delaying action. Although cavalry units used in WW II lost tanks and other vehicles, no unit was lost because of enemy action, because they were able to delay successfully. In a wargame, an enemy unit should not have the idea it can go into the zone of control of a cavalry unit and expect to destroy it. In reality, the cavalry unit would no longer be there to be defeated!

Bernie Magelky
Major, US Cavalry
Bangkok, Thailand

★★★★★

Sir:

I have never written for The General before, and perhaps with good reason. I cannot boast of the same credentials of other authors I have read in these pages. However, I feel that Origins is one of Avalon Hill's best efforts and would like to defend Mr. Dunnigan in layman's terms (which people like me can understand).

The national objectives chart of the historical game shows that German policy will not cause war unless one of two things happens. First, Germany collects many territories, or second, Germany takes control of Austria, Poland, Czech, and Rhineland. Either of these will net 15 points and start the war. The first option is very imperialistic and would cause trouble under any conditions, thus, a war. The second option duplicates what actually happened. It should be obvious to everyone that this also caused war. I consider this parallel of reality a point in favor of the game as designed.

Italy has been much discussed. It is true that Italy "presided" at Munich. But after that, Italy had little effect on what went on until the last days before the invasion of Poland. At that time Hitler asked Italy to keep her intentions in the event of war secret. Italy had already told Hitler she would be neutral and Hitler asked Mussolini to keep the French and British guessing. At this point (1939) Italy did not have her armed forces built up to a point at which she could "rattle her sabre," and thus assumed the role of a secondary nation in diplomacy. However, please notice that Mr. Dunnigan has included Italy as one of the targets of the diplomacy of the major players. This is accurate as Germany continued to pressure Italy for military supplies and support guarantees and the Western Democracies continued to press Mussolini to get him to "preside" over another Munich to settle the question of the Polish Corridor. Italy had no intention of doing so, and this worked to Hitler's advantage. Thus, in the national objectives chart, Italy is worth more to the French and British player because if they had been able to get an understanding with Mussolini, it would have made a considerable difference.

On one important point, Mr. Dunnigan's comments led me to believe he considered Hitler to be in pursuit of war. I would disagree up to August 1939. August 31 to be exact. On June 18, 1938 Hitler told General Keitel, "I shall only decide on any action against Czechoslovakia when I am absolutely sure, as when I occupied the demilitarized zone and invaded Austria, that France will not march and England will not interfere." (This quote is from documents used in evidence at Nuremberg and put forth in Leonard Moseley's *On Borrowed Time*.) This statement sums up Hitler's procedure right up to the end (or should I say the beginning). He continually sent Herman Goring to talk to the British before and after the Czech issue was decided. When the Polish Corridor and Danzig became the issue, Hitler went so far as to offer what nearly everyone concerned considered a reasonable settlement when he realized that Britain was starting to stand up to him. Unfortunately, England had been playing patty cake so long that her people

in power were now overreacting and the offer fell on deaf ears. (Britain obtained the text of the offer from a Swedish businessman named Dahlerus who had been acting as go between for Britain and Germany for quite awhile.) Hitler had set August 31 as the deadline for an answer and the Poles were informed at the last minute. All this goes to demonstrate that Hitler wanted territory, yes, but war with the West, no! He went so far as to postpone the invasion of Poland and make another effort to negotiate. But when the British made their last big patty cake, Hitler decided he had had enough. Even after the invasion had begun, Dahlerus, Goring and Hitler still tried to talk to the British and French. It was at this time that the French put the pressure on Mussolini for a conference and the British laid down impossible conditions. Her overreaction to Chamberlain's former meekness continued and a despondent, drained Chamberlain declared war.

Another area which is difficult to deal with during the play of a game but which could be simply handled in the initial board set-up is combat intelligence. Each player, prior to finalizing his OB and strategic plan could be required to place a certain portion of his force on the board, either in preselected hexes or hexes to be selected by the player. These counters would then represent the units whose location had been "discovered" by enemy intelligence. Using this information and considering the victory points which accrue from the capture of certain terrain objectives (as in "1914") or of the destruction of enemy forces, the players could then privately complete their plans. The first one or two moves of the game would then be executed strictly according to the plans which the players would display to each other.

There are three points which I would like to mention in defense of this "Strategic Planning Option" if I may call it by such a glorious name. First, these early decisions would likely have a strong influence on the character of play each time the game is played. Thus an element of realism can also produce variety. Second, although this would delay the initial board set-up, it would not delay the playing of the game or increase the record-keeping problem during the game. Indeed, it would probably get the game off to a faster start and help keep it moving, since many options would be precluded by the time players could "proceed at will." Third, this procedure would help the player to perceive the game as a whole not merely as the odds of a 7-6 vs two 3-6's, and help him make up his mind early, which way he is going.

Sure, Hitler caused the war. But he didn't go out after it as such. He wanted all he could get short of war. By 1942 or '43 he planned to be ready for war with the West. But in 1939 he was not ready, but if the British tripped over it, he would certainly lean down and oblige.

Lane G. Marinello
DeKalb, Ill 60115

★★★★★

Gentlemen:

I really enjoyed the new, improved General (Vol. 10, No. 1). It's only my sixth copy but it is much better than it's predecessors. The extra pages were well spent. Design Analysis was excellent, Scott Duncan deserves a well done or two extra divisions, which ever he wants more. His thoughts were very interesting and his writing style was enjoyable. Series Replay Preview wasn't so hot though; I expect the real thing to be much improved. The game you used wasn't very interesting but I guess it was the best you had available. The Germans blew it on turn 3, if not earlier.

To add my own words to the Playability-Accuracy debate. When I have 10 hours and decide to play solo, I prefer accuracy and realism. By myself, I don't mind handling 400+ pieces or keeping all kinds of paperwork. When I play someone else, F-T-F, I prefer playability. Let's keep the game moving, 'cause waiting 30 minutes for you to move one unit is kind of boring. So, why argue? Save your 1914 and Jutland etc. for solo games and play D-Day, S-Grad, Pblitz etc. when you play F-T-F. I can't say much about PBM

because I don't do it. I can't stand losing to someone I can't see, and teardrops on the letter aren't as ego boosting as actually seeing your opponent break down in front of you.

Gerald R. Waldman
AK2, USN
Keflavik, Iceland

★★★★★

Gentlemen:

I've acquired five of your games (my order for No. 6 accompanies my letter) and I've found them all fascinating and amazingly realistic. I realize that you're beginning to put more emphasis on peace and diplomacy games, but don't neglect those of us who are interested in the military strategy which has so often changed the course of world events. One area which you don't seem to have explored is the spring-summer of 1775 in and around Boston, Mass., from the Battle of Lexington-Concord through the Battle of Bunker Hill. Here, truly, were fired the "shots heard 'round the world," and yet it could just as easily have turned out differently. Between 4,000 and 5,000 British regulars opposing between 5,000 and 20,000 colonists from Massachusetts, Connecticut, Rhode Island and New Hampshire (depending on how many were at home on their farms, deserting, arriving, unequipped, without powder, etc. at any given moment). This period is one of the most thoroughly documented in history. Serious military errors — monumental ones in some cases — were committed by both sides. Decisions which could have changed the course of history were made and avoided. The strategy of the penned-up British in Boston and the rag-tag army which held Boston Neck and Cambridge can take a thousand directions, but the basic limiting factors are clear. The British had to destroy the supplies of the colonists and rout their ill-trained and often cowardly troops, but at the same time they were outnumbered and they could not leave Boston undefended. The colonists were not strong enough to attack the British in Boston but they had to be ready to take them on whenever and wherever (by land or sea) they emerged from the city. The geographical factors are a study in themselves, what with the swamps, tides, shallow waters, the Mill Pond at Charlestown Neck, etc. The Battle of Bunker Hill, in itself, is so fascinating (and controversial) that the game might be limited to that alone. The general supposition among Americans that General Gage idiotically threw his troops against the redoubt, breastwork and rail fence because he was overconfident is malarkey. Gage had a real problem and his basic strategy, a flank attack by the light infantry, failed only because of the furious defense of the stone wall on the beach by Stark's New Hampshire troops. Landings by boat also were contemplated, but they were not carried out; and the attempt to bombard the rebels from close-in ships failed because of poor seamanship, tides and rotten coordination between Gage and Admiral Graves. The American use of Breed's Hill rather than Bunker Hill and the utter failure of the American reserves to be committed to the battle, through incompetence, cowardice, etc. was a major factor.

What would have happened if the British had ignored the Charlestown Peninsula and attacked the main American force at Cambridge after a breakthrough at Roxbury? Could Gage have landed troops behind the Americans at Charlestown Neck even with the Mill Pond as a barrier? Would the Americans have done better at the time to fortify Dorchester Heights as Washington did later (but remember Washington had the cannon from Ticonderoga)? What would have happened if the British actually had been able to seize all the supplies at Concord and destroy them? Suppose Artemus Ward had committed his best troops from Cambridge to the battle on Charlestown Peninsula, instead of holding them back almost as Hitler held back his crack troops too long, thinking that D-Day was a feint? The possibilities are endless. I can think of no other military situation in which strategy played so major a role, and in which the wrong move could so quickly and easily have brought disaster. In fact, it would be almost impossible to play the game without making serious errors. The result might very well hinge on who made the fewest, or who got away with them.

John H. Plumb
Lafayette, CA 94549

READER BUYER'S GUIDE

TITLE: BATTLE OF THE BULGE **SUBJECT: Reg't Level Portrayal of the German '44 Ardennes Offensive**

BATTLE OF THE BULGE is only the second of the five "classics" to undergo the scrutiny of the Readers Buyers Guide. However, already we are beginning to see a pattern developing. For the most part the classics share the same strengths and weaknesses; i.e. weak in categories 1,2,3 and 7; while strong in the ratings for Ease of Understanding, Completeness of Rules, Play Balance, and Excitement Level. It is a pattern we expect to see strengthened as more of the "classics" are selected for review.

Like its "classic" predecessor in the RBG (STALINGRAD), BULGE rated comparatively low in the "slick" categories due primarily to its flat box packaging and older game components. It managed to best only STALINGRAD in Physical Quality and Components ratings while placing no better than 4th in the Mapboard category amongst the 7 titles rated thus far.

BULGE is probably the most complex of the "classic" games which goes a long way towards explaining its middle-of-the-road ratings for Ease of Understanding. The departure from the standard "D Elim" CRT to the more refined "Engagement and Contact" of BULGE meant that this category had to suffer. The Completeness of Rules category is also rather high for a classic. Experience tells us that this rating mirrors gaps in the road and terrain movement rules and one important ambiguity present in the advance after combat rules. These are problems that hopefully will be cleared up in the next printing.

Play balance remains a problem although no one is quite sure which side is favored! Results vary tremendously between the Basic Game in which the German is said to predominate and the Tournament game wherein the Americans are said to have the advantage once the German is limited to 6 attacks. One would think that somewhere in between there lies a neutral ground.

Like STALINGRAD, BULGE rated the worst in the Realism category. It is a truism of the art that the more playable the game, the less realistic it will be. BULGE, like the other classics then, will have to pay the price for its playability features in this rating, and hope to make up the difference in the Excitement and Overall Value category. It is possible though that much of the rationale for the poor Realism rating can be placed with numerous articles in various publications including the GENERAL which have disagreed with the historical Order of Battle as presented in the framework of the game. Many alternate OB's have been put forward by a variety of "experts" as being more accurate.

1. Physical Quality	2.93
2. Mapboard	2.80
3. Components	3.31
4. Ease of Understanding	3.08
5. Completeness of Rules	3.40
6. Play Balance	3.53
7. Realism	4.11
8. Excitement Level	2.81
9. Overall Value	2.95
10. Game Length	3hr., 16 min.

THE QUESTION BOX

LUFTWAFFE:

Q. If a bomber is used on the Italian front during the 8th quarter and does not shuttle can it be used on the Belgian front during the 9th quarter? And vice versa?

A. Yes.

Q. Can sneak raiders and shuttle raiders from Russia enter on the same square on the same turn?

A. Yes.

Q. What happens if the two formations in the above question are B-17's and B-24's?

A. They separate during first move off shuttle/sneak square if possible. If separation would make either fly more hexes to the target, they may continue to occupy the same hex, but are fought as if they were in different hexes.

Q. Does the "most direct route to the target" rule mean only the flight course once launched rather than the closest R line square to the target?

A. Yes.

Q. Why can't sneak raiders exit via Italy?

A. Sneak Raiders may exit through Italy only during 1944 or after. During 1943 they can't exit via Italy because doing so would mean that they were landing in Africa. They didn't have that much fuel. In the Basic Game they could recover in Italy because the Basic Game is set in 1944.

Q. Can the German keep just some of his school units out of play or is it an all or none situation?

A. There is no limit to the number which may be held off the board.

Q. Must shuttle bombers or Russian based aircraft stop on the numbered squares when entering Russia as opposed to exiting?

A. No.

Q. Does staging require the planes which staged to refuse before they can take off again?

A. Yes.

BULGE

Q. Are City squares at QQ28-QQ31 considered river squares also?

A. No.

BLITZ

Q. If one city in a minor country remains uncaptured, can the remainder of the cities be used for supply, ports and airbases?

A. No.

RICHTHOFEN'S WAR:

Q. In the Campaign Game, does a pilot become an ace as soon as he shoots down his 5th aircraft or must he return to his base first?

A. He must return to his base first. In the Advanced Game a pilot can not become an ace until after the game in which he shoots down his 5th aircraft.

Q. In an Advanced Game dive maneuver, does a FOK/d7 receive an extra hex of movement in dive-hex turns of only one hexside?

A. No! The FOK/d7's movement point costs in this example are the same as in non dive-hex turns of one hexside per hex. Aircraft can gain additional movement points only in the dive itself; never via dive-hex turn maneuvers.

Q. What, exactly are the blind spots for a ROL/C2 using the optional 360 degree field-of-fire rule?

A. At the same altitude — the single hex directly in front of, and the hex directly behind the aircraft. Also, at altitudes lower than the ROL/C2; the row of hexes directly in front of and behind the aircraft. (Note: the above is in reference only to the ROL/C2 rear-firing machine gun.)

FRANCE, 1940:

Q. Is it possible to attack Eben Emael from the rear to get the "S" defense factor for the fort even though the "guns" point in all directions?

A. No. There is no rear to these forts.

Q. What is the movement factor of the two artillery units?

A. Two.

Q. The rules say German replacements may come on board anywhere North & East of the Maginot line. Exactly where can they come on?

A. Hexes I-25 inclusive.

D-Day

Q. Is Bordeaux an inland port?

A. Yes.

A.K.

Q. Can units go directly from E18 to F18?

A. Yes.

Q. Are German units in E18 in the ZOC of units at F19?

A. No.

GENERAL BACK ISSUES

Unlike many other magazines the GENERAL does not reprint back issues. Once the first run of an issue is sold out it becomes unavailable forever. Over a dozen issues have already been sold out in this manner and many more are in short supply. Therefore, it behooves you to order these 'collector's items' while they are still available. Every back issue sells for \$1.00 postpaid.

To aid you in selecting issues which may be of special interest to you we have rated each issue according to the number of articles dealing with a particular game in that issue. Articles dealing with the hobby in general or non-specific game topics are not included. Naturally, the fewer articles which appear the larger and more detailed you can expect them to be.

	TACTICS II	AFRIKA KORPS	MIDWAY	BISMARCK	GETTYSBURG	BULGE	WATERLOO	LEMANS	STALINGRAD	BLITZKRIEG	U-BOAT	GUADALCANAL	JUTLAND	1914	ANZIO	KRIEGSPIEL	PANZERBLITZ	LUFTWAFFE	ORIGINS	FRANCE '40	RICHTHOFFEN'S WAR
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LEYTE GULF received by far the highest vote total of any article yet polled under our new 600 point maximum scoring system, besting the LUFTWAFFE ANALYSIS by 60 points. Whether this indicates an overwhelming desire for more variants on this scale is something which still has to be determined. Next issue's feedback should provide that answer. The results were:

LEYTE GULF	422
CAMPAIGN AT WATERLOO	221
SERIES REPLAY - 1914	210
WINNING WITH THE FRENCH	164
PANZERBLITZ REVISION UPHELD	73
DESIGN ANALYSIS	72
ORIGINS TRILOGY	36
QUESTION BOX	2

FOOTBALL STRATEGY leagues are starting to catch on in a big way around the nation. After Avalon Hill started its own 26 member league this September, reports of similar groups around the country came pouring in. Apparently many players are beginning to realize the great fun to be had in the organization of competitive leagues based on Avalon Hill's classic best seller **FOOTBALL STRATEGY**. Each of the AHFL's members had to put up \$10 for a franchise which entitled them to play that club's actual NFL schedule. The divisional winners will battle it out in the play-offs for a trophy donated by SPARTAN INTERNATIONAL and \$260.00 in Super Bowl cash. No one has proven invincible — all 26 teams have tasted defeat at least once so far — including the game's designer and pre-season favorite, Tom Shaw who was involved in the wrong end of a 39-7 score. Plans are already in progress to start a baseball league utilizing sister game **BASEBALL STRATEGY** which will feature changing player ratings as the season progresses.

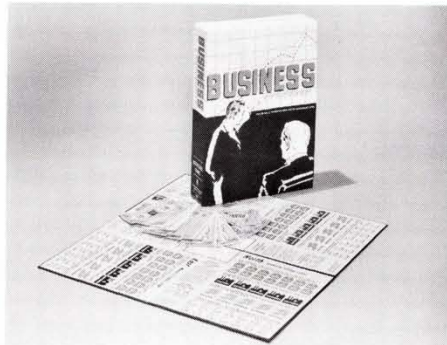
Other sports leagues which have been drawn to our attention include the Spartan International group based in Long Beach; the Oops Football League in Seattle; Bruno Sinigaglio's 26 member loop in Penns Grove, NJ; and Tony Rizzo's organization in Philadelphia. If you'd like to see one in action come on down to the AH gameroom at 1501 Guilford Ave. We're on the 2nd floor of the Fallsway Building and are open from 10-5 on Saturdays. Franchises for the '74 season are still available.



Marshall Hollis, prominent member of SPARTAN INTERNATIONAL — the professional gaming organization, is the instructor and originator of a night course entitled "Military Chess" which meets Mondays from 7:30-9:30 at Sanborn High School. A tuition charge of \$2.00 is required for the course which is described as a "program providing the history buff and the gamesman with the opportunity to pit his knowledge against another under political and military situations. "For more information, write: Marshall Hollis, 57 Essex St., Andover, Mass. 01810.

Infiltrator's Report

The newest entry in our line of bookcase games is **BUSINESS STRATEGY**, alias **MANAGEMENT** refined, revised, and repackaged. The game owes its rebirth to the flood of protests which we've received from irate educators since dropping its predecessor several years ago. The game has been recognized in educational circles as the greatest instructional device to hit the educational market in years. Demands from Economics and Business Administration instructors reached a peak last year when more than one university president resorted to four letter words to express his displeasure with the "idiots" who discontinued **MANAGEMENT**.



Not wishing to contribute to the generation gap, Tom Shaw sat down to a redesign project especially suited to his unique design talents. Based on the Matrix concept, **BUSINESS STRATEGY** returns all the former ease of play which made **MANAGEMENT** so popular, and adds several new twists — including an advertizing option which offers the shrewd player a chance to really rack his opponent over the financial coals. For two to four players, and now 4 games in one: **BUSINESS STRATEGY** sells for \$10.00 wherever Avalon Hill games are sold. If unable to find it in your local store you may order direct by adding \$1.00 for postage and handling charges and mailing your order to our regular 4517 Harford Rd. address.

The American Wargaming Association is the fourth new national wargaming organization to be announced in as many months and claims to be the successor to the now defunct IFW. Clinging to the ideal of a democratic organization the A.W.A. cites as its goal adding fun to wargaming, not making it more professional. The charter founders of this organization believe that wargaming can be improved as a hobby, and should be treated as such. They hope to sponsor and support conventions, publications, and local interests groups; all with the objective of helping wargamers to find opponents with common interests. For more information contact the acting president George Phillis, at his Suite 8, 897 Main St., Cambridge, Mass. 02139, address.

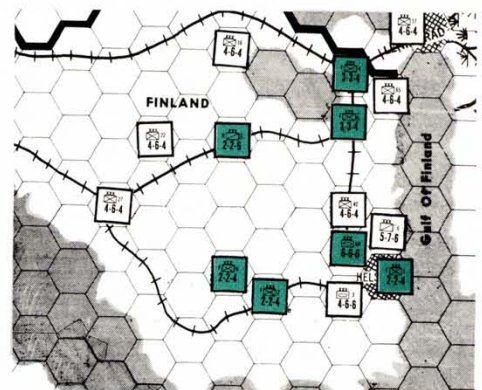
The AWA's major convention; WINTER CON II has already been set for January 12th, 1974 on the 4th floor of the student center at M.I.T. in Cambridge, MA. The major event is once again a single-elimination STALINGARD tournament. Also featured will be variants of AH games, miniatures, and a Diplomacy tournament. Entry is \$3.00 at the door. For more information write to MITSGS/WCII c/o 3 Ames St., Cambridge, MA 02139.

THE GENERAL

When renewing your subscription to the GENERAL be sure to state which issue your subscription expired with. Otherwise our circulation manager has a hard time processing your renewal.

The LOYAL SUBSCRIBER DEAL this month is issuing a last call on record pads for discontinued games which are rapidly going out of stock. The record pads for U-BOAT, LEMANS, BISMARCK, and GUADALCANAL are all being offered for 50¢ each. These items normally sell for 75¢. Don't forget to add 50¢ for postage and handling. To take advantage of this offer you must cut out and send in with your order the Loyal Subscriber Deal Star found on the READERS RESPONSE PAGE.

Contest No. 57 set records for subscriber participation despite the fact that the entry form was not included on the Readers Response Page. The situation offered the Russian player a chance for a decisive counterstroke which insures that the Finnish front will be handled as quickly and efficiently as possible. A glance at the accompanying chart shows that Helsinki is guaranteed to fall this turn and that all remaining Finnish units are isolated, leaving the Finn with no choice but to make desperation attacks at poor odds which at best can only delay the final decision another turn. A bad die roll on the other hand could release the Russian reserves for duty on the main front very early in the game. Several otherwise winning entries were disqualified for failure to secure the surrounded position against the 6R Armor, and/or the retreat route of the 42nd Inf. Still others failed to complete the isolation by opting for a 4-1 attack on the FX4 in an attempt to relieve the surrounded 65th Corps. Other players chose to make a 5-1 on the FX4 and failed to even screen the Rumanian Cavalry to prevent its capture of Leningrad. A drawing had to be held to determine the 10th place winner after a process of elimination had cut down the finalists to 12. Only two subscribers submitted perfect plans, but prizes were awarded to the best 10 overall plans.



The winners of Contest No. 57 are listed below in descending order: T. Eller, Charlestown, MA; G. Guillion, Marshall, TX; R. Kampmeier, Troy, NY; B. Kindig, Davenport, IA; R. Eagles, Robb, MN; S. Davis, Fayetteville, NY; D. Bottger, Mishawaka, IN; A. Drehman, Miami, FL; W. Vanderline, Delmar, NY; S. Zuiss, Kansas City, MO.

Whenever submitting questions on play to the R&D staff be sure to mention that you're a GENERAL subscriber. Subscribers receive first priority when it comes time to answer the mail. Be sure to include diagrams of play and a stamped, self-addressed envelope also.

OPPONENTS WANT

Adult player of average skill desires F opponents for M-Way, G-Burg, W-Loo, Tactics and other games, including scrabble. Bruce Al Brinser, 406 Meadowview La., Phoenixville, Pa 19460 - 212-935-1693.

among you? John A. Durkin, 5949 Alder St., Pittsburgh, Pa. 15232 - 362-3418. *

Average player of Jr. Hi. School age desires FTF PBM opponent for Fr. 40, Midway, P-Blitz, D-D, K-Spiel, L-Gulf. Have no PBM kits. M. Matuschak, 15 Connor St., Uniontown, Pa. 15401. 412-437-7901.

Desperate Need FTF opponent for Chess. B-Kri K-Spiel, G-Canal. Would like to buy second-hand Waterloo, Panzer Blitz, A-Korps. Albert F. Hym 2319 Mystic Dr., East, Beaufort, S.C. 29902 524-8675. Any wargamers in Charleston area

Trade Kriegspiel for Midway and Stalingrad,
 Charleston, S.C. 29407 - 766-3909.

FTF opponents for Panzerblitz, Luftwaffe, Original France 40 and Guadalcanal. Dale Smoak, 42 Havana Ct., Columbia, S.C. 29206, 787-7771.

Need opponents for any land war game. Call 227-7006 or 227-8220. Robert J. Clifford, 1

Many AH games for sale. Most games \$3.00. Write for New Year pricing disc, costs no money.

Average player of high school age seeks FTF / most AH games. Any clubs in Memorial area? M

For Sale: AK, D-Day, G-Burg, Waterloo, Feud \$5.00 each. Postage paid. James McMillan, 59 Glenmont, 30, Houston, Texas 77036 - 661-937

High school age player wants serious opponent
Would like to join club in area. Is anyone planning

Desperately need FTF opponents for AK, D-D, B-B, Bismark. Will PBM AK Bismark. I have kit in latter. Also seek members for Southern Wargame

H.S. age opponent wanted for FTF F-40, P-Blitz
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Oak, Seaboard, Texas 77606. 434.4319.

Need opponent FTF Waterloo, Midway, Stalingrad
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Scott Brigham, 3405 Granada St., Alexandria, VA
22309 - 780-4898.

wanted adult FIF players for F.Bitz, R-war, A France 40. Also BBM opponents wanted. All letters answered promptly. All games played to finish. Jack Cameron, 7264 Fairchild Dr., Alexandria, Va. 22306 - 765-2756.

Experienced player desiring FTF opponents in any AH game. Steve Lichtenberg, 1201 S. Courthouse Rd., Arlington, Va. 22204 - 892-2890. Willing to play any FTF person in almost every AH game. In other words I like to see my opponent

Norst Ist., Arlington, Va. 22203 - 528-1781.
Average adult player desires PBM opponents for
France 40, Bulge, G'canal, and Midway. Any club
in Roanoke area or VPI? John Garrett, 108 O.
Forest Pt. 2 Blacksburg, Va. 24060. 553-8100.

Will PBM W-Loo, Bulge, AK, S'Grad, B-Krieg, W

Master tactician will humiliate any and all in PB:
Bulge (favorite), S-Grad, Pz-Blitz also FTF all A

Will PBM - FTF Fr. 40, B of B, G-Burg, P-Blitt.
Stephen Neason, 32909 51st Ave., So., Auburn
Wn. 98002 - 939-3763.

80th W., Edmonds, Wash. 98020 - 206-776-8676
Please send all rule clarifications for Blit.

Blitz, Fr. 40, 1914, Anzio w/steps, FTF U. d.
Wash. area, anything. Richard Mercer, 5233 20th
Ave., NE, Seattle, Wash. 98105 - 522-1217.
FTF: Guadalcanal, PBlitz, France '40, 1914
Lutland. Blitz tester with idiosyncrasy. Mike M...

5006 15th E-2, Seattle Washington 98105.
Sig Hiel to all John Fredrich Libbys. Willing to
play Stalingrad or PzBlitz FTF with anyone with
that name. They must also live in LaJolla. Adol
Schmitzinger, 70th Ave., SE, Seattle, Wash. 9804

FTF or PBM B of B, D-Day, G-Cnl., Midway
S-Grad, 1914 or other games that you or I have
Can't travel too far (also have outdoor Survival
Steve Hooper, W. 2125 Gordon, Spokane, Wash
00000 200-200-0000

Midway game in NEW condition. NEVER played. Counters have not even been punched out. \$5.99 ppd. Harvey Harmon, 1807 18th St., Nitro, W. Va. 25143 - 304-755-2451.

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 Novice player desiring FTF in France '40, P-Blitz
 Midway, W-Loo, AK. Also PBM Ak either side. Do
 not own PBM kit but will purchase. Warren F

53534 - 884-8094.
Will FTF P-Blitz, K-Spiel, B-Krieg, but will play anything else. Average player in high school.
Richard Chase, 3232 Shorewood Dr., Oshkosh, Wis. 54901. 222-3100.

Vicious warrior seeking PBM opponents. Object Wholesale slaughter for P-blitz, Blitz-K G-canal 1914, W-loo, D-day. Have no PBM kits, too cheap. Peter Fraser, 65 Howell Ave., Saskatoon Saslatchewan, Canada - 382-8348

Accepted. Will wait until January for offers. All offers will be answered rapidly. Jean Jodoin, 565 Parent, St. Laurent, P.O. Canada 380 - 744-0806. Help wanted. Any European wargames. FTH

Martin Reed, 5 rue Cuvier, Vermont-Fd, France
63000.

THE GENERAL

L S D
Nov-Dec 1973

READER BUYER'S GUIDE

TITLE: MIDWAY PRICE: \$7.00
1942 SHIP TO SHIP NAVAL BATTLE

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15." Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality
2. Mapboard
3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: _____



Opponents Wanted

A _____ CITY _____
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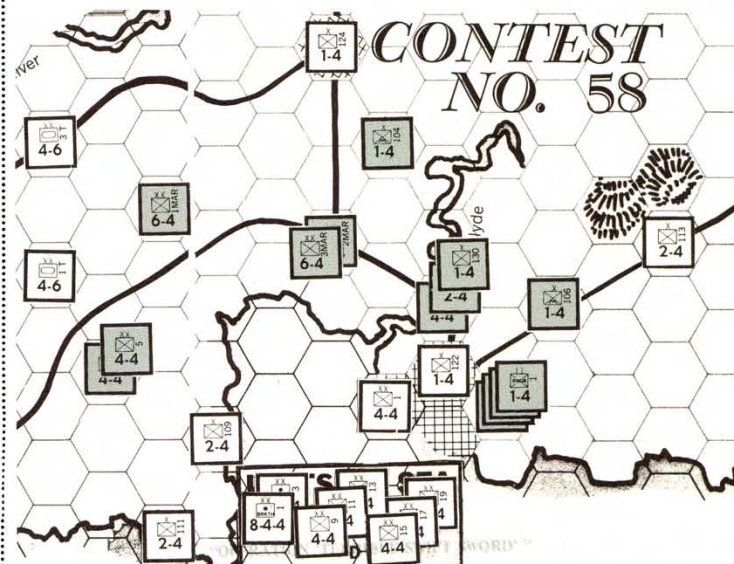
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Richthofen's War variant

 13	 13	 13	 13	 13	 13
35-3,4	35-3,4	35-3,4	35-3,4	35-3,4	35-3,4
 3	 3	 3	 3	 3	 3
53-2-5	53-2-5	53-2-5	53-2-5	53-2-5	53-2-5
 75	 75	 75	 75	 75	 75
48-2-5	48-2-5	48-2-5	48-2-5	48-2-5	48-2-5
 77	 77	 77	 77	 77	 77
38-3,4	38-3,4	38-3,4	38-3,4	38-3,4	38-3,4
 88	 88	 88	 88	 88	 88
32-3-5	32-3-5	32-3-5	32-3-5	32-3-5	32-3-5



SITUATION: late stages of a bitterly fought Tournament level Blitzkrieg game. While most of the fighting still rages in the center mapboard, the Blue player has opted for a quick sea-borne thrust at Red Capital in an effort to knock out Red supply and reinforcement capacity. The requirements of having to keep a strong beach-head defensive perimeter and enemy resistance on the initial assault dictated that only a 3-1 attack could be mustered against BBB-54. That attack was only partially successful. As the Red player, YOU must initiate a move that will restore the situation (or even turn the tide) under the following constraints: Due to heavy fighting in the north, you can call on no air power or additional land reinforcements. However, amphibious forces in sea zone 'D' consisting of six infantry divisions and two Breakthrough Artillery divisions are at your disposal. You cannot afford to ignore this invasion, although giving up territory temporarily would not be a major set back. Yet, any troops committed to the front drain already-low manpower resources for the major battle in the north. As the Red player, which one of the five following options would you follow?

- A. Contain the invasion with a light screen while landing the forces 'at sea' at NN48 and/or RRR54 to mount a strong counter-offensive next turn.
- B. Don't screen - defend the cities with available forces while awaiting the counter-offensive next turn.
- C. Invade the beaches in an effort to destroy the heart of the invasion: the Blue Marine divisions.
- D. Invade the beaches but attack as many enemy units as possible since retreats (if attacks are properly executed) won't hurt the

Red position and victories mean destruction of surrounded Blue units.

E. None of the above, correct solution indicated on diagram.

To enter contest No. 58, indicate which option you follow and indicate the final position of units on the diagram via this code: '1' = 1-4 or 1-6, '2' = 2-4 or 2-6, '4' = 4-4 or 4-6, '8' = 8-4-4. Indicate any combat on the battle chart. NOTE: only those units that appear in the contest diagram are available to the Red player.

ATTACKING UNITS	DEFENDING UNITS	BATTLE ORDER	ODDS

Titles of Best Articles:

1. _____
2. _____
3. _____

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